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This section was designed to help you get a better understanding of the various gameplay aspects in Burnout 3: Takedown. You’ll find everything from mode descriptions, complete car maneuver lists, discussion of the Boost Bar and its meaning, BP rewards for every move and Takedown in the game, Crash Mode power-ups, Crash Mode values and even some special “Burnout Tips!” on the bottom of each page. Read this section first!

**Burnout 3 World Tour**
This is the main section of the game, and it’s divided into three parts: USA, Europe and Far East. There are 173 events to complete in the three areas, with 73 of these being Race Events and 100 being Crash Events. Our Events walkthrough section covers the actual “meat” of the game, detailing every one of the 173 events and what you’ll earn by completing each one.

**Single Event**
This mode lets you tinker around with the assets you unlock in the Burnout 3 World Tour. Any cars or tracks you unlock are available in a single-event format, so it’s a really good place to practice your driving skills.

**Multiplayer**
- **Race**
  You and a friend can race against each other, with or without AI rivals.
- **Road Rage**
  You and a friend can compete for Takedowns in a Road Rage event.
- **Team Crush**
  Both players attack a single Crash Event with the intent of helping each other cause more damage.
- **Double Impact**
  You and a friend compete in a Crash Event with the intent of beating each other’s scores.
- **Party Crash**
  Up to eight players compete in solo Crash Events, or work together in co-op Crash Events.

**Online**
Race online against your friends in seven different modes, featuring up to six simultaneous participants battling through full oncoming traffic. Online modes include variations of Crash Mode, Single Race, Road Rage and more.

**Driver Details**
- **Progress**
  The Progress menu shows your current events tally along with your medal standings. This is a great section for keeping track of your overall progress.
- **Rewards**
  This shows your garage, your photo album, your trophies and the rest of your accumulated secrets. It also shows your cumulative statistics for almost everything that can be logged in the game.
- **Records**
  You can search through any track for your best records with this useful interface.
- **Profile**
  If you want to create a new memory card profile or rename your current one, here’s where you do it.
- **Settings**
  This is where you go to adjust any of the game’s audio, video or game play settings.
- **Training**
  Watch two brief movies narrating the basics of Burnout 3: Takedown.
- **Extras**
  As you unlock the various bonus movies, they become available here for repeated viewing.

**General Strategies**

**Execute the Perfect Boost Start**
Ever wonder how all those AI cars get off to such a quick start? Here’s how:
1. As soon as the countdown starts, tap the brake for a second, then get on the gas.
2. You’ll see your tires start to roast as the timer approaches the “Go!” signal.
3. A second before it says “Go!”, let off the gas then get back on it (timing the gas pedal as you see the command to race).
Avoiding Traffic

Although nothing’s ever guaranteed in Burnout 3, one of the better ways to avoid oncoming traffic is to hug the left or right guard rail while boosting. Instead of trying to zig-zag your way through large groups of cars, sometimes this is the better choice. Most of the time it’s safe to do this on straights or less-than-extreme curves. Both outgoing and oncoming traffic usually stay in the middle lanes and leave the shoulders alone.
Drifting is an absolute key racing technique where you purposely try to slide your car through a turn while maintaining control. To initiate a drift, try this:

1. When entering a turn, retain as much speed as possible.
2. Tap the brake as you enter the turn.
3. Once the car starts sliding, get back on the gas and hold that control.
4. You’ll only need to adjust if your entry speed was wrong or you initiated the drift too early or too late. A little practice goes a long way with drifting.

In Race Mode, you’ll earn Burnout Points for crashing! Although the rewards are nothing to write home about when compared with Takedowns (or even some of the regular car maneuvers), this list is here to show you what all those witty HUD messages mean.

<table>
<thead>
<tr>
<th>CRASH TYPE</th>
<th>ACTUAL IN-GAME MODIFIER</th>
<th>HUD MESSAGE</th>
<th>BURNOUT POINT REWARD</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standard Crash</td>
<td>Into rival</td>
<td>“Metal Head Rush!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>Into wall</td>
<td>“Concrete Kiss!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>Into car</td>
<td>“Car Trouble!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>Into pickup</td>
<td>“Pickup And Carry On!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>Into taxi</td>
<td>“Cab n Crunch!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>Into van</td>
<td>“Damn Van!”</td>
<td>40</td>
</tr>
<tr>
<td></td>
<td>Into delivery van</td>
<td>“Special Delivery!”</td>
<td>40</td>
</tr>
<tr>
<td></td>
<td>Into bus</td>
<td>“Bus-Ted!”</td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>Payload pipes</td>
<td>“Smoked The Pipes!”</td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>Into big rig</td>
<td>“Totally Trucked!”</td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>Into trailer</td>
<td>“Big Hit Big Rig!”</td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>Into winnebago</td>
<td>“Home Wrecker!”</td>
<td>75</td>
</tr>
<tr>
<td></td>
<td>Into classic US car</td>
<td>“Cadi-Whack!”</td>
<td>75</td>
</tr>
<tr>
<td></td>
<td>Into vineyard truck</td>
<td>“Crushin’ Grapes!”</td>
<td>75</td>
</tr>
<tr>
<td></td>
<td>Into gritting lorry</td>
<td>“Grit In Yo’ Grill!”</td>
<td>75</td>
</tr>
<tr>
<td>Backflip In The Air</td>
<td>Double</td>
<td>“Four-Wheel Flip Out!”</td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>Triple</td>
<td>“Spin City!”</td>
<td>50</td>
</tr>
<tr>
<td>Flat spin In The Air</td>
<td>Double / Triple</td>
<td>“Fly Boy Bonus!”</td>
<td>50</td>
</tr>
<tr>
<td></td>
<td>For 3-5 seconds</td>
<td>“Flyin’ Without Wings!”</td>
<td>50</td>
</tr>
<tr>
<td>Combined Barrel &amp; Front Spin</td>
<td>N/A</td>
<td>“Cannonball!”</td>
<td>50</td>
</tr>
<tr>
<td>Car Spins Upside Down</td>
<td>360 degrees</td>
<td>“Dizzy Destruction!”</td>
<td>40</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Spin Dizzy!”</td>
<td>40</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Concrete Twirl!”</td>
<td>40</td>
</tr>
<tr>
<td>Car Slides Upside Down</td>
<td>50 ft.</td>
<td>“Backscratcher!”</td>
<td>40</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Rightside Slide!”</td>
<td>40</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Wing Walk!”</td>
<td>40</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Roof Wreck!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Door Slammer!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Hood Smash!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Trunk Smash!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Suspension Smash!”</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Truck Fest!”</td>
<td>50</td>
</tr>
<tr>
<td>Five trucks Involved</td>
<td>N/A</td>
<td>“Multi-Car Mayhem!”</td>
<td>50</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“5’s A Crowd!”</td>
<td>50</td>
</tr>
<tr>
<td></td>
<td></td>
<td>“Bus Stopper!”</td>
<td>50</td>
</tr>
</tbody>
</table>

Earning Mass Quantities Of Burnout Points

As you can see from the chart above, there is no “easy” way to accumulate the amount of Burnout Points needed to unlock some of the game’s finer cars. Earning 50 or even 100 BPs at a crack isn’t the way to go at it. The better and easier way is to find an event or track where you are “in the groove” as far as earning Takedowns goes. You’ll get more BPs than you know what to do with!
In Crash Mode, there are several different icons you can pick up. Below are the descriptions for all nine available pick ups.

- **Bronze $**
  Awards the player $5,000 in additional crash damage.

- **Silver $**
  Awards the player $10,000 in additional crash damage.

- **Gold $**
  Awards the player $20,000 in additional crash damage.

- **Heartbreaker**
  Cuts your final Crash Mode score in half. Stay away!

- **x2 Multiplier**
  Multiplies your final crash score by two.

- **x4 Multiplier**
  Multiplies your final crash score by four.

- **Auto Boost**
  Instantly puts your car to full boost, and keeps it there.

- **Instant Crashbreaker**
  Like the regular one, but this detonates instantly when you pick it up.

- **Stealer (Double Impact only)**
  This swaps player one and player two's final crash scores.

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TRAFFIC VEHICLE MAX CRASH VALUE (IF TOTALLED)

<table>
<thead>
<tr>
<th>Traffic Vehicle</th>
<th>Max Crash Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>US Compact</td>
<td>$8,000</td>
</tr>
<tr>
<td>Estate Car</td>
<td>$9,500</td>
</tr>
<tr>
<td>Coupe</td>
<td>$12,000</td>
</tr>
<tr>
<td>Europe Compact</td>
<td>$8,000</td>
</tr>
<tr>
<td>US, EU &amp; AS Taxi</td>
<td>$9,000</td>
</tr>
<tr>
<td>Tuk Tuk</td>
<td>$4,500</td>
</tr>
<tr>
<td>US Classic</td>
<td>$7,500</td>
</tr>
<tr>
<td>Jeep</td>
<td>$14,500</td>
</tr>
<tr>
<td>SUV</td>
<td>$15,000</td>
</tr>
<tr>
<td>People Carrier</td>
<td>$14,000</td>
</tr>
<tr>
<td>Pickup</td>
<td>$14,800</td>
</tr>
<tr>
<td>US Van</td>
<td>$25,000</td>
</tr>
<tr>
<td>Delivery Van</td>
<td>$16,000</td>
</tr>
<tr>
<td>Soft Drink Van</td>
<td>$15,500</td>
</tr>
<tr>
<td>US, EU &amp; AS Bus</td>
<td>$25,000</td>
</tr>
<tr>
<td>Flat Nosed Rig</td>
<td>$40,000</td>
</tr>
<tr>
<td>Long Nosed Rig</td>
<td>$40,000</td>
</tr>
<tr>
<td>US, EU &amp; AS Container Load</td>
<td>$100,000</td>
</tr>
<tr>
<td>Flatbed</td>
<td>$110,000</td>
</tr>
<tr>
<td>Tanker</td>
<td>$150,000</td>
</tr>
<tr>
<td>Tarp Payload</td>
<td>$95,000</td>
</tr>
<tr>
<td>AS Minibus</td>
<td>$12,000</td>
</tr>
<tr>
<td>Gritting Lorry</td>
<td>$17,000</td>
</tr>
<tr>
<td>EU Van</td>
<td>$14,000</td>
</tr>
<tr>
<td>Winnebago</td>
<td>$23,000</td>
</tr>
<tr>
<td>EU Old Van</td>
<td>$8,000</td>
</tr>
<tr>
<td>Tram</td>
<td>$50,000</td>
</tr>
</tbody>
</table>

---

Anytime you use a Takedown against another car, you'll earn BPs toward your cumulative total. As mentioned in the “Burnout Tip!” section on the previous page, Takedowns are the fastest and most effective way to stack up gobs and gobs of BPs.

<table>
<thead>
<tr>
<th>Takedown Type</th>
<th>Description</th>
<th>BP</th>
<th>Boost Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>Takedown Denied</td>
<td>Your car knocks an opponent's car into traffic, but they do not crash.</td>
<td>10</td>
<td>N/A</td>
</tr>
<tr>
<td>Lucky Escape</td>
<td>Your car is knocked into traffic, but you do not crash.</td>
<td>15</td>
<td>N/A</td>
</tr>
<tr>
<td>Takedown</td>
<td>Your car takes down a single opponent.</td>
<td>150</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>Double Takedown</td>
<td>Your car takes down two opponents in a one-second window.</td>
<td>300</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>4-Way Takedown</td>
<td>Your car takes down four opponents in a one-second window.</td>
<td>750</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>Total Takedown</td>
<td>Your car takes down all five opponents in a one-second window.</td>
<td>1000</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>Revenge Takedown</td>
<td>Only awarded if you take down an opponent within 60 seconds of being taken down by that particular car.</td>
<td>350</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>Psyche Out</td>
<td>Opponent crashes while you're Tailgating them.</td>
<td>150</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>2-In-a-Row</td>
<td>Awarded for any two Takedowns within 30 seconds.</td>
<td>300</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>3-In-a-Row</td>
<td>Awarded for any three Takedowns within 30 seconds.</td>
<td>500</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>Takedown Hot Streak</td>
<td>Awarded for any four Takedowns within 30 seconds.</td>
<td>750</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>Takedown Rampage</td>
<td>Awarded for any five Takedowns within 30 seconds.</td>
<td>1000</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>Signature Takedown</td>
<td>Your car takes down an opponent into a Signature Takedown marked object.</td>
<td>1000</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
<tr>
<td>Aftertouch Takedown</td>
<td>Your car takes down another car after you've crashed, using Aftertouch.</td>
<td>750</td>
<td>Fills entire bar and adds one segment.</td>
</tr>
</tbody>
</table>

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**GENERAL STRATEGIES**

Accumulating Insane Crash Mode Cash

It's no secret that you'll need a fast way to accumulate the virtual fortune required to unlock the serious “heavy” vehicles in Burnout 3. The best way to earn it — since all Crash Mode cash is saved — is to find whatever Crash Event you're particularly good at, and repeat it over and over. Any of the shorter events where a 4x Multiplier is guaranteed should be an easy way to earn $500-$750k per run.
EVENTS
WALKTHROUGH
EVENT #1: COMPACT CLASS

You'll only have access to a few Compacts, so we recommend the Type 1. Try to build up your boost meter early by slamming your opponents into walls right out of the starting grid.

EVENT #1A: SPORTS CLASS

This is just a preview lap to give you a taste of what the Sports Class can really do. To land the gold, drive in the oncoming lanes to earn boost as much as possible. You should only use it during the longer straights, however, so don't go using it at every moment. Drive aggressively and drift your corners early to break one minute.

EVENT #2: COMPACT CLASS

This event is the easiest of all the Burning Lap events. The track is fairly short, and your car isn't all that fast, so boosting won't be too ridiculous. To get the gold, you can only get away with ONE crash and still be able to make the target time. Get a quick launch and try to rack up as many oncoming boost points as you can.

EVENT #3: COMPACT CLASS

The object of a Road Rage event is to get as many Takedowns as you can in the given time limit. In this case it's three minutes, so you'll have plenty of time to get the six required for gold. Boost Shunts (smacking the rear bumper of your opponent) or Wall Takedowns work best on this track.
The Muscle Type 3 isn’t the best handling car in the world, but it packs the top speed necessary to make this event possible. To shave some extra time off the back half of the course, don’t be afraid to drive through the items strewn around the Vineyard’s sidewalks. Hitting the various chairs, tables and road signs is all part of the fun!

This course is absolutely littered with traffic, so pay attention to your oncoming lanes at all times. The Tuned Compact isn’t the fastest car in the world, so you’ll need to earn plenty of boost early in the race to keep up with the AI cars.

This is an old-school showdown, where the winner takes the car and the loser walks the street. You’ll both be in Modified Compacts, so the playing field is level — except that the AI car has unlimited boost and an uncanny ability to catch you after you’ve taken it down. If you can time a Takedown toward the very end of the race, you’ve got it.

like Event 1A, this one is a nice little preview of what’s up ahead with the Super Class. Cruising through turns at 202 mph is hard to control at first, but once you understand and play with the car a little bit, the gold shouldn’t be out of reach. Remember to earn oncoming boost by driving on the RIGHT side of the street (it’s overseas, after all).

The Modified Compact works well for this event. The Dominator will still be much faster than you on the straights, but at least you’ll be able to keep up with it through the corners and drifts. Try to get in a few key Takedowns toward the end of the lap to guarantee the gold.
The real key in taking this entire series (of three races) is to have the Dominator Compact in your garage from the previous event. If you can win two of the three races and place even third in the other one, you'll win the gold overall. Remember that first place is worth six points, second place is worth four points, and third place is worth only two points. Anything above 14 points should win the event.

Like the other Face Off events, you'll need to drive offensively and time your Takedowns well. If you land a solid Wall Takedown or the like, make sure you use all of your boost while your opponent is behind you wrecking. This prevents him from catching your car, taking you out and having a good portion of your boost meter dissolve into nothing.

The Muscle Cars don't handle very well, but they make up for their lack of sharp cornering with their impressive boost speed on the straights. Try to stay even with the pack until the last lap where you'll need to start going for Takedowns like crazy. If you can even pick up one or two, you should have more than enough in your meter to run the last leg of the course under full boost.

Lap Eliminators are simple. Don't be the last one to cross the finish line at the end of any of the five laps, or you'll be instantly eliminated from the race. To accomplish this you can use whatever your favorite Muscle Car is, and get busy doing serious Takedowns. Take note of where the start/finish line is so you know where to make your move if you're falling behind. As long as you're in front of at least one other car, you're set.
Cruising around at 209 mph isn’t normal, and especially when you’ve got a target time of 1:35 on Alpine breathing down your neck. The trick in earning gold here is to stay out of traffic as much as possible, and to build up boost on the first leg of the course rather than later. Don’t crash (even once), drift your corners and drive like you mean it.

One thing to remember about any Road Rage event is the fact that you absolutely cannot sit still or wait for opponents to come to you. Even though it’s not a race, being a slowpoke actually causes damage to your car and can take you out of the race if you get enough “Speed Up!” warnings.

Much like the last Burning Lap with the US Circuit Racer, just try to keep your speed above 200 mph as long as you can. Drift corners wide, and boost through traffic like there’s no tomorrow. Watch out for the barriers in the center of the track—they’ll stop you in your tracks if you’re not paying attention while switching lanes.

The Coupe type 1 handles well, but this course is difficult so you’ll need to stay sharp for a chance at the gold. Don’t be afraid to drift corners hard—even if boxes, markers or rails are in the way. Remember to lay off the boost while drifting to help keep your turns controllable.
Although this race is only one lap, expect it to carry on for a while since: a.) you're in a Muscle Car, and b.) the track is huge. Car combat is key, and understanding how to slam opponents from both the sides and the rear are equally important if you want the gold. Just stay offensive and remember the easy ways to fill up your boost bar when no other AI cars are around.

The Tuned Muscle both handles and accelerates well, but has sort of a slippery-slide feel to it on the course. You'll know what we mean after you've raced this a few times. The best technique with this car is to get a few key Takedowns early when everyone's bunched up, then fly to the lead and use your boost on the long, fairly easy to negotiate straights.

It's hard to keep up with the AI Modified Muscle using regular driving techniques, so we recommend getting offensive with the Takedowns as soon as possible. The track has a few tricky curves but also some decent straights. Make use of whatever downtime the AI car has by boosting your way ahead. It will catch up, but at least you'll cover more ground and prevent him from getting a good lead on your car.

This is one of the easier Road Rage events, mainly because you have a solid car and the AI isn't as aggressive or fast as they are in some of the later events. Take advantage of piles of AI cars fighting each other by boosting into the rear of all of them at once. Sometimes you'll get multiple Takedowns registered one after another, which keeps your boost meter full.
The Dominator Muscle is a tough opponent to topple by trying to “outrace” him. It just can’t be done. Your only real strategy is to pick a heavier car with good handling and try to use Takedowns whenever the opportunity arises. This track has plenty of turns and twists just perfect for Wall Takedowns and the like, so take advantage.

If you can start off strong with a win at Waterfront (giving you six points), then follow up with another at Silver Lake (for another six), you’ll only need to place second or even third on Lakeside Getaway. Sometimes the AI cars get their positions all mixed up, so even two wins and any finish at all will get you the gold, and sometimes it takes around 14 points to be safe.

Although this isn’t an absolute critical car to earn at this point in the game (since you hopefully have the Dominator), the Muscle Prototype is a sweet ride to have in the garage. Try to take the AI car down right out of the box to get into his rear end. If he pulls away, just save up a dose of boost and go for a shunt when you see the chance.

Winter City is a short and quick course but with a decent amount of traffic. You’ve got three laps to stay on the offensive side of things, so use your usual array of Takedowns if you ever need boost. You should have too much trouble if you pick the Type 1 as your Coupe of choice. It’s the best of the three to start with.
The heavier coupe you pick, the better off you'll be for this event. Wall Takedowns are the easiest to rack up early but there might not be as many opportunities as you'd like because of all the twists and turns on this level. If you see a group of AI cars going at it, don't be afraid to rush in and give them all a nice little boost tap. Knocking them into the center medians works very well.

Don't be afraid to “whip up” on your opponents right off the line. If you can get a 2X Boost Bar that quickly, you'll have plenty of room for error later on.

The Custom Coupe Ultimate is a great all-around car, so setting the 1:30 goal for gold shouldn't be too ridiculous. You'll make without a hitch if you don't crash more than once (you're losing at least five seconds per crash, if not more), and boost through the fast parts of the course. Remember to drift as much as possible for both the time saved and the extra boost.

Choose one of the heavier coupes, and you'll have the edge during car combat. The AI cars will be after you right off the bat, so make sure you keep your defenses up, avoid traffic, and put out the effort to take them down as quickly as possible. Wall Takedowns are the easiest, but don't overlook Boost Shunts (rear enders) either. The three minutes is more than enough time to earn the eight Takedowns.
Although it doesn’t look like it, the Sports Type 1 is a “mover” under full boost. It will easily get into the 180 mph range on this course. Earn boost early and stay alert toward oncoming traffic. The 270 degree turn needs to be drifted perfectly to stay in line for gold so if you screw it up, just reload the event and start over. Luckily it’s near the beginning of the track.

The Modified Coupe handles tremendously well on this track, and has the speed to come back from behind if you need it. Don’t be afraid to slam opponents into oncoming traffic early to help get your boost meter built for the middle part of the course. The more boosting you do through the straights, the less you have to worry about getting knocked around toward the finish line.

Accumulating 12 Takedowns on the Riviera course can be very difficult, so we recommend the Modified Coupe (if you have it unlocked). Because the track is short and there are no lengthy straights to “bang doors” with your opponents, you’ll be forced to make quick decisive maneuvers during combat. Concentrate on driving the course first and the Takedowns should come along with it.

The car is capable of 180 mph+ under full boost, but you’ll still need to be on it for almost the entire lap if you want a shot at the gold. Start off by immediately switching into the oncoming lane (to rack up boost early), then just get on it and don’t let off. The only part of the course with heavy traffic is toward the very end, so don’t worry about boosting through corners blind.
If you can slam the AI Tuned Coupe early and often, you'll have the boost advantage which is absolutely key. Anytime he creeps up on you — which yes, it will do — just slow down a little and let him get past you. You should have plenty of boost on reserve to shake him up with. A solid Boost Shunt or Wall Takedown is all you'll need to keep him off your back.

Like many of the previous Face Off events, this showdown is easy once you learn to control your opponent. Catching up to him and getting your first Takedown will be the hardest part of the event. Once you have sufficient boost built up, use it to lure him close as you fade back. Then when he's in striking distance you just whip out the Boost Shunt or attempt a Wall Takedown. Repeat this anytime he creeps up on you.

A good tip on any of the Lap Eliminator events — this one in particular — is to take down opponents near the end of the lap when they're about to cross the checkpoint. This sort of guarantees you a spot, because even if you can take out one car you'll never be last. The track is short so the laps whip by fairly quickly. Don't take longer than three laps to move your way into first place.

This is one of the easier Grand Prix events, mainly because you'll have a good choice of Coupes to choose from. If you've earned the Dominator, then by all means, use it. Like the other Grand Prix events, you're looking for 14 points to be in the “safe zone.” This isn't always the case, but winning two of the three races with gold medals usually guarantees you the overall win.
The AI Coupe Prototype drives well, but is easily lured into all your classic Takedown traps. If you can land your first Takedown early, having the 2X (or larger) boost meter will be absolutely key for the rest of the race. When it catches up to you, just get behind it and use your boost to knock it senseless.

The Sports Type 1 tops out at around 185 mph under full boost. There are only a few places where you can hit this speed on Riviera, but it’s key to take a look at the exploded track map and find those points before you’ll have a shot at the gold here.

Having a huge boost bar is nice, but don’t be tempted to hold it down the entire time. All you’ll do is raise the stakes and the potential for error. Three minutes is plenty of time to roll around at normal speed and only use boost when you head in for the Takedown. Once you put a few Road Rage events under your belt you’ll understand why this is the absolute essential strategy for winning most of them.

Any of the three starter Coupes will hit 185 mph under full boost, and all of them stick pretty well through the turns. Whichever one you pick is irrelevant — focus on solid driving skills and controlling your boost in traffic. Remember that the more you boost, the more the AI cars boost. If you use it short controlled bursts, you’ll actually get farther ahead than if you just hold it down and go for broke.
Like the previous few Lap Eliminators, this one is tricky because it's on a short course with very few straights. Get in the sides of your opponents through the twisties and make sure you control your boost. That is, hit your boost only when you're slamming into someone. You're not trying to win a race here but rather keep everyone else from winning.

By this point, you know that Preview Laps with the US Circuit Racer aren't new, but they sure are fun. To earn the gold on this monster of a course, you'll need to boost the entire main straight into oncoming traffic, and then boost the entire stretch back as well. The car should have little trouble holding speeds over 200 mph for the duration.

Riviera isn't quite as bad as Vineyard, but still small enough to cause problems when you're battling for five consecutive laps. Remember that the Sports Type 1 - III have a lot of horsepower and will break the rear wheels loose if you turn "too far in" to a corner. This also comes into play when you're banging around with the other cars, where you'll try to tuck the nose of your car into their side, and you'll end up doing a 180 because these cars are travelling so fast.

Like they tell you in the Training Mode, you need to take risks to get the rewards. In Race events, the key is build up as much boost as you can as early as possible. Near misses, driving in the wrong lane, slamming other cars into walls, and drifting through every corner possible are the ways to get your boost meter pumpin'. The sooner you figure out that the risks are worth the reward, the better you'll fare overall.
Don't feel rushed when you see the three-minute timer to fulfill your 14 Takedown goal. It's tough, but very possible if you use the venerable "slow down/boost shunt" technique. It's not a race, and you have to remember that there's no advantage in making the pace of the race so ridiculously fast. Take your time and execute the moves that you know will guarantee you the Takedown.

Earning 20 Takedowns in under three minutes is pretty crazy, especially because it takes a solid 15 seconds before you'll even see your first car to play around with. Be as aggressive as you can and go with the "sure thing" Takedowns over the riskier ones. Don't be afraid to take a suicide yourself if you'll take a few cars with you. If you wreck while taking someone else out, it still counts.

Your first real trip in a Super Car won't be easy. Controlling Coupes at 160 mph is a lot different than trying to drift at well over 200 mph in a Super. Luckily, the Super Type 1 handles pretty well, and the course isn't too tough. If you're having trouble, refer to our Track Appendix for some advanced tips on how to save time here.

The Dominator Sports is a tough car to beat, no matter what cars you have unlocked by this point. Drive very carefully until you catch up with the Dominator, then drive offensively. A few good slams is all it takes, and you'll have him upside down and through the guard rail. The two laps will be over quickly, so it's crucial to stay from three to five seconds from the Dominator at all times. If you fall farther behind than that (or crash), just start over.
This is one of the harder Road Rage events because of the stiff 25 Takedown requirement for gold. By this time you should be an expert with standard Takedowns, and you'll understand how the AI cars work against each other. Take advantage of instances where the AI cars are bunched together near a wall. Use your boost to slam into the pile of them, and it's very possible to earn two, three or even four Takedowns with one swift maneuver.

The Tuned Sports is an excellent car to earn, and going for gold here is highly recommended. Use the medians scattered across this course to slam the AI cars into whenever they pop up. After you race the course a few times, you'll understand where your better opportunities lie. There are a few key straights to save boost for, so take a good look at our detailed map (in the Track Appendix) before driving this event.

The Oval Racer is one heck of a car, but it has a large variance between its normal top speed and its top speed under full boost. It doesn't hold that top speed like some of the other cars do, because it's sort of loose past the 175 mph mark. It will take you a few tries to hit the 2:20 mark, so just make sure you're using all of our previous tips from any of the Burning Lap events.

The Modified Sports is a fast car, and the AI drives it well. The front half of the course is chock full of straights that make for a great opportunity to get clean hits and build up your boost meter. If you do manage to take him down completely, he'll be out of the picture for only a few seconds, depending on how good of a driver you are. You'll need to take him down repeatedly to win.
This Grand Prix spans four tracks as opposed to the usual three. So instead of going for your usual “two golds and a silver or bronze,” you’ll need to be a little more successful. The Alpine Expressway and Riviera courses should both be easy golds, but the Frozen Peak and Coast Dream courses are both long and quite involved. Refer to our Track Appendix for tips on racing these courses.

The Sports Prototype is a fast auto and a worthy addition to your garage. Drive aggressively when you meet up with the AI car and go for Takedowns if you see the window of opportunity. Also, try not to drive through tunnels blind. That is don’t drive in the wrong lane when going uphill or through tunnels that curve. All it takes is one or two head-on collisions with traffic on the second lap, and you’ll be starting this event from the beginning.

Golden City is a tiny little track, but it has some serious twisties and one of the most crowded downtown areas in the game. Traffic will be everywhere and the pesky Tuk-Tuks just sort of pop out and hit you when you least expect it. Learn the traffic densities during car combat and you’ll fare much better than if you just race it blind.

The Euro Circuit Racer is fast, and handles like a dream. This course is tight, however, so you’ll need to effectively limit your boost and power through the drifts at every turn. Even one crash here will keep you from getting gold, so you’ll need an almost perfect lap.
Any of the available Super Cars will hit a little over 200 mph when fully boosted. They comfortably cruise between 160 and 170 without it, though, so even normal driving can get a little insane around the corners. Keep yourself in front of at least one opponent at all times, and you should have little trouble winning this event.

Island Paradise has several good places to drift which both cut large chunks of time off your lap, and give you opportunities to smack opponents around the course. If you hit him hard enough, he'll veer off into the guard rail, and you'll have an instant 2X boost meter.

Choose your fastest car in this class and prepare for a battle to the finish. The AI drives quite aggressive on this course, so the normal sideswipe Takedowns won't be as easy to pull off. Conserve boost for the lengthy straight on the back half of the course — it's definitely the safest place to drive in the oncoming lane and make up time.

This is a tough Road Rage event not because of the track, but because the requirements (20 Takedowns — gasp!) are tough. If you've unlocked the Tuned Super (which is earned from Event #50), it's probably your best bet. Like the previous Road Rage events, get off to an early start and go for Takedowns right out of the box.
The Tuned Super is a fast car, but this track is the absolute best in the game when it comes to hardcore power racing. You can seriously just power your way through this course with almost no worries from spinning out or hitting any weird cement barriers. Although it looks like the dirt would slow you down or skew your traction, it actually doesn't. Don't be afraid to use it when taking the wider turns, or when drifting.

Jump in the Tuned Super (or whatever your favorite Super Car is) and get ready to run a perfect lap at Dockside. The stretch in the middle of this track is the one of the longest straights in the game and has an almost perfect view when scanning for oncoming traffic. Take advantage and work that engine the entire stretch under full boost.

Island Paradise is our favorite course for fast cars like anything in the Super class for one main reason: It's forgiving. You can slam into walls and even bounce off cars from missed Takedown opportunities without ever wrecking your car. The curves are all very gradual and perfect for drifting, and there are no barriers or funky high-traffic areas to distract you from your task at hand. Floor it the whole way. Yeah, seriously.

If you can score a Takedown before you get to the main straight (about halfway through the course), you'll be in good shape. Even a 2X boost meter makes the entire stretch one huge boost-o-rama. The course takes more than three or four minutes to finish, so be ready for a reset if you aren't doing well after lap one. (No sense in killing yourself if you're too far behind to ever catch up.)
Yet again, take advantage of the huge straight in the middle of the course, but don’t bet all your octane on it. Takedowns early in the game when everyone’s bunched up is the real key. If you don’t get a Takedown within the first minute of the event, just restart. Solid drifting and consistent Takedowns win races on this course. A 4X boost meter on the 30-second straight just makes it a lot easier.

Remember this isn’t a race — it’s a Road Rage event. Take your time in setting up solid Takedowns that are guaranteed to follow through, instead of going for all the little bumps and scrapes. Remember to keep your personal crash count under control. If you veer beyond six, seven, sometimes eight crashes, you’ll be forced to restart the event, because your car won’t be able to continue.

The traffic in Golden City is some of the heaviest in the game, so earning oncoming boost without constantly wrecking will be a severe problem. Instead, we found the best way to stack the boost is to just race like it’s a Road Rage event. That is, until you get at least a 2X or 3X meter. This means going for Takedowns early in the race so you can concentrate on drifting and boosting during the later laps.

This is the final and most difficult Road rage event in the game. If you can pop off 24 Takedowns in three minutes — essentially one Takedown every seven seconds — you are the Burnout master. Your strategy is the same as all previous events: Get in the mix early and don’t let off. When you see cars bunched up together — battling or not — boost into them like you’re driving the General Lee. It works!
If you see piles of opponents smacking into each other, don’t be afraid to get right in there and duke it out with them. The race is short, so you’ll need boost quickly, or you’ll find out just how hard it is to keep up.

This is the toughest of all the Grand Prix events in Burnout 3. They’ve taken the most challenging courses in the game, then strung them all together in an extremely difficult class to dominate. Speaking of domination, if you haven’t unlocked the Dominator Super, now is a good time to go back and do so. It’s a great car for this event and is a surefire way to accumulate the 20 or so points needed to win the gold.

This is a tough series, but the car you’re given is one of the best in the game. Don’t be afraid to swap paint with your opponents, even though it’s a Grand Prix event. Although it doesn’t exactly make sense to be duelling with other cars at over 200 mph in an open-wheeled carbon fiber supercar, it does work and work well in the world of Burnout.

The only event in the game that lets you choose any car you’ve earned thus far, this Grand Prix is quite the stretch. Comprised of the four longest “highway-type” courses, you’ll need to win at least three of these to guarantee the gold overall. Sometimes two golds and two silvers is enough, but it really depends if the AI drivers remain consistent throughout the series, or if they all end up placing differently (spreading out the points) each race.


**CRASH EVENTS**

1. **EVENT #1: TRAILER TRASH**
   - **CAR:** Heavy Pick-Up
   - **TRACK:** Silver Lake
   - **CRASHBREAKER:** 6 Wrecks
   - **BRONZE UNLOCKS:** Event #2, #3
   - Strategy:
     1. Grab the Infinite Boost and head straight for the ramp.
     2. Hit the ramp and veer toward the pole alongside the road. After you hit it, try to bounce into the group of winnebagos.
     3. Detonate your Crashbreaker and use Aftertouch to push your car back into traffic for any available bonus damage.

2. **EVENT #2: CROSS TRAFFIC**
   - **CAR:** Muscle Type 1
   - **TRACK:** Downtown
   - **CRASHBREAKER:** 8 Wrecks
   - **BRONZE UNLOCKS:** Event #4
   - Strategy:
     1. Switch to the left lane right out of the gate, and dodge the cars through the first intersection. Ignore the Infinite Boost.
     2. Grab the Gold Coin and smack into one of the tanker trucks at the second intersection. If you explode, slide yourself over to more traffic.
     3. Use Aftertouch after your Crashbreaker to slam into as many cars as you can.

3. **EVENT #3: MARINA MAYHEM**
   - **CAR:** Muscle Type 2
   - **TRACK:** Waterfront
   - **CRASHBREAKER:** 8 Wrecks
   - **BRONZE UNLOCKS:** Event #5
   - Strategy:
     1. Use a Boost Start and stay in the left lane. Grab the Bronze Coin then drive right through to grab the Gold Coin on the way.
     2. As you round the corner, smack into the tanker truck and slide into oncoming traffic.
     3. After eight cars wreck, execute your Crashbreaker and use Aftertouch to slide into an extra car or two.

4. **EVENT #4: TWISTER**
   - **CAR:** Muscle Type 1
   - **TRACK:** Waterfront
   - **CRASHBREAKER:** 8 Wrecks
   - **BRONZE UNLOCKS:** Event #6
   - Strategy:
     1. Hit the Infinite Boost and stay in the left lane, heading toward the ramp at full throttle.
     2. When you hit the ramp, you’ll be thrown into a barrel roll. Try to steer your car toward the Gold Coin across the intersection.
     3. When you come down, try to wedge your car between the winnebagos.
1. Use a Boost Start and grab the Auto Boost, then stay perfectly straight all the way to the intersection.
2. Smack into the first car and slide into as many of the bonus cash pick ups as you can.
3. Shortly after sliding into the pile of buses, execute your Crashbreaker and swing back toward the main pileup. You should clear $200k easily.

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1. Execute a Boost Start and grab the Auto Boost.
2. Snag the Gold Coin and hit the ramp at full speed. Try to line up toward the left side as you launch.
3. If you hit the ramp correctly, you’ll snag the 2X Multiplier. If you missed it, use your Crashbreaker Aftertouch to blow your chassis back over to it once you’ve hit 8 wrecks.

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1. Grab the Auto Boost and round the corner at full throttle.
2. Slam into the back of the first car you see, sliding toward the 2X Multiplier.
3. If you miss the multiplier or get thrown to the other side of the street, just wait until 10 cars wreck and use Aftertouch to get back to the 2X Multiplier. Remember that the car carries momentum, so you only need to point it in the right direction while you’re on the chase camera.

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1. Avoid the Auto Boost and slam into the second wave of cars head on. You’ll get the Bronze Coin and initiate a huge pileup.
2. As long as you get pushed into the 2X Multiplier, you should be okay. If you aren’t near it, use your Crashbreaker to clear the area and Aftertouch your way toward it.
Execute a Boost Start, then stay to the right and grab the Auto Boost.

Hug the right guard rail and drive straight into traffic at full speed.

As you explode into a thousand pieces, continue to nudge your car toward the 2X Multiplier. It’s tough to get the placement correct on your first try. Keep at it.

1. Execute a Boost Start, then stay to the right and grab the Auto Boost.
2. Hug the right guard rail and drive straight into traffic at full speed.
3. As you explode into a thousand pieces, continue to nudge your car toward the 2X Multiplier. It’s tough to get the placement correct on your first try. Keep at it.

Drive carefully through the first intersection and grab the Gold Coin around the corner.

Slam into the oncoming lane, but make sure you’re deep enough to slide over to the 2X Multiplier.

(Note: There are other ways to get lucky by being bounced back and forth between the two lanes and still meet the gold, but the surefire way is to follow the advice stated above.)

Grab the Auto Boost and stay on your right side as you accelerate past the bonus cash pick ups.

Try to get in front of the tram before it gets to the intersection. If you time it right, you’ll get clipped at the very last second and have just enough momentum to carry you into the 4X Multiplier.

Grab the Auto Boost and stay on your right side as you accelerate past the bonus cash pick ups.

Try to get in front of the tram before it gets to the intersection. If you time it right, you’ll get clipped at the very last second and have just enough momentum to carry you into the 4X Multiplier.

Execute a Boost Start and grab the Auto Boost.

Continue down the right-side guard rail and dodge all the traffic until you see the tanker truck.

Slam into it head on and you’ll flip over to the X2 and X4 Multipliers. Either one should put you over the $350k goal, as long as you don’t grab the Heartbreaker by mistake.
EVENT #13: CORNER CHAOS

CAR: Custom Coupe
TRACK: Winter City
CRASHBREAKER: 10 Wrecks
BRONZE UNLOCKS: Event #14

1. Use a Boost Start and stay toward the left to grab the Bronze Coin. You'll need to drive in between the cars as shown in our picture to the right.
2. Round the first corner and grab the Gold Coin.
3. As you turn the second corner, stay toward the middle of the two lanes and get clobbered by whatever is the closest when you make it there. If you don't get pushed into the 4X Multiplier, use your Aftertouch to guide you there.

EVENT #14: JACK KNIFE CITY

CAR: Coupe Type 2
TRACK: Vineyard
CRASHBREAKER: 12 Wrecks
BRONZE UNLOCKS: Event #19

1. This one starts off heading downhill, so just ride the descent and hit the ramp at full throttle. If you bounce just right, you'll grab the X2 Multiplier and swing out into traffic.
2. After 12 wrecks, execute your Crashbreaker and push yourself into the 4X Multiplier. And no, you won't get 8X from combining the two multipliers, sorry.

EVENT #15: NEON NIGHTMARE

CAR: Coupe Type 1
TRACK: Golden City
CRASHBREAKER: 10 Wrecks
BRONZE UNLOCKS: Event #16,17

1. This one is tough because the coupe doesn't have much cornering ability. Your best bet is to avoid the Auto Boost and just head through both intersections without interfering with traffic.
2. When you get to the end of the line, smack into the buses and grab the 4X Multiplier. This should put your over the $400k goal easily.

EVENT #16: PARADISE PERIL

CAR: Coupe Type 2
TRACK: Golden City
CRASHBREAKER: 12 Wrecks
BRONZE UNLOCKS: Event #19

1. Round the first corner and grab the Gold Coin. Line up to the left side of the street near the boxes, if possible.
2. Hit the Auto Boost and head off the ramp at full speed, flying over the first intersection and into the buses on the second one.
3. The 4X Multiplier is nearby, so if you don't get it from flying past the buses, use your Aftertouch to help you along.
Grab the Auto Boost and round the first corner, heading toward the Gold Coin. Dodge the first few cars, because they are only there as a distraction.

As you grab it, you’ll be smacked by oncoming traffic, so it’s good to have as much momentum as you can. If you stop short of the 4X Multiplier, just use your Crashbreaker to give you that extra bit of reach.

We prefer to skip the Auto Boost and hit the ramp with only full throttle. You should be able to snag the Bronze Coin as you exit the ramp.

Pull a hard left, grab the Silver Coin, and curve straight into the 4X Multiplier.

After smacking in to as many cars as you can, wait until there’s three or four sitting on top of you (or near you) before executing your Crashbreaker. You’ll get more damage this way.

Use a Boost Start to get the 4WD Heavy Duty rolling, then grab the Auto Boost and immediately pull over to the left of the street. This will keep you clear of traffic from the first intersection.

As the second intersection approaches, pull to the right and veer toward the 4X Multiplier as you smack into the oncoming cars.

If you get knocked into the Instant Crashbreaker and hit your own Crashbreaker, it’s possible to break $2 million.
Jump out of the gate with a Boost Start, but avoid the Infinite Boost and stay in the middle of the road.

Pass through the first two intersections carefully as you approach the ramps leading to the final intersection.

Hit the third ramp and get both the Silver and Gold Coins as you bounce up and snag the 4X Multiplier. You can hit either of the first two ramps on the way, but it's a lot harder to meet the $520k if you do so.

**CAR:** Muscle Type 3
**TRACK:** Silver Lake
**CRASHBREAKER:** 10 Wrecks
**BRONZE UNLOCKS:** Event #22, #23

Roll toward the ramp and launch at full speed, but without the Auto Boost (preferably).

When you come off the ramp, try to nudge yourself into the front grill of one of the three semi-trucks coming from the opposing lane.

If you get smacked correctly, you'll be thrown under the bridge near the 4X Multiplier. Use your Crashbreaker after 14 wrecks to nudge your way over if you didn't get it from the initial slide.

**CAR:** Muscle Type 1
**TRACK:** Waterfront
**CRASHBREAKER:** 14 Wrecks
**BRONZE UNLOCKS:** Event #25

Head toward the main intersection at full throttle. Avoid the Infinite Boost but pick up the Bronze Coin.

As you round the corner and slam into traffic, make sure you do NOT get the Heartbreaker. It will not only cut your final score in half, but it also nullifies any multipliers you pick up.

Both the 2X and 4X Multipliers are right there, so you shouldn't have trouble picking them up with Aftertouch.

**CAR:** Muscle Type 2
**TRACK:** Downtown
**CRASHBREAKER:** 10 Wrecks
**BRONZE UNLOCKS:** Event #24

Grab the Auto Boost and head straight for the main traffic area ahead. Grab one of the bonus tokens on the way there. (You can only grab one — it's your choice.)

Slam into the Instant Crashbreaker, and you'll be smacked by the bus. If possible, push yourself toward the 4X Multiplier.

After 12 wrecks accumulate, execute your manual Crashbreaker, and you should be able to get the 4X Multiplier, if you haven't already.

**CAR:** Compact DX
**TRACK:** Silver Lake
**CRASHBREAKER:** 12 Wrecks
**BRONZE UNLOCKS:** Event #26
Accelerate down the main stretch and grab the Infinite Boost right before the ramp.

As you hit the ramp, try to slide off the left edge so your car goes end-over-end and picks up the 4X Multiplier.

If all goes well you should land right into the huge pile of cross traffic, causing a massive pileup worth well over $500k.

Drive along the left side of the street — without the Auto Boost — and grab the two cash coins along the path.

When you get to the 4X Multiplier, just cut straight across and grab it, then swerve back into traffic smashing into the buses and trucks. Hopefully they’ll bounce you (or one of the other cars) into the other lane for even more damage. If not, you should still have enough for gold.

Don’t use a Boost Start, and don’t get the Auto Boost. They’ll throw your timing off and make it difficult to merge into traffic. We found it easiest to just take the first turn as normal, then ride along the inside guard rail right before switching lanes and smacking into the cross traffic about 100 feet in front of the 4X Multiplier. The momentum should keep you moving forward so you land on it. If not, use Aftertouch to give you that extra boost.
Steer over to the right side of the street and grab the Infinite Boost.

Grab the Bronze Coin and drive straight into the Instant Crashbreaker.

As you explode, keep your forward momentum and pick up the 4X Multiplier. If all goes well, you’ll knock into the semi-trucks and cause the payload to go sideways and block traffic.

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**CAR:** Custom Coupe  
**TRACK:** Vineyard  
**CRASHBREAKER:** 14 Wrecks Event #31  
**BRONZE UNLOCKS:** Event #31

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This one is difficult because you have to hit the ramp and aim at the 2X Multiplier instead of the 4X. The only way to get the 4X is to bounce off the guard rail after making the jump for the 2X.

1. Use a Boost Start and hug the left guard rail as you line up for the ramp.
2. Hit the ramp and grab the 2X Multiplier, then bounce off the wall and get the 4X. If you don’t get the 4X naturally, use your Crashbreaker/Aftertouch combo to get you there.

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**CAR:** Coupe Prototype  
**TRACK:** Riviera  
**CRASHBREAKER:** 12 Wrecks Event #33  
**BRONZE UNLOCKS:** Event #33

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Drive along the left side and grab the Gold Coin, avoiding all the traffic until you see the 4X Multiplier.

1. Skip the Infinite Boost and hug the left guard rail.
2. Round the corner sharp, slam into the Instant Crashbreaker (harder than it looks), and it will boost you up to the 4X Multiplier. Where you come down is sort of irrelevant, as you’ve already triggered the crash and should be well over the $500k goal.

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**CAR:** Coupe Prototype  
**TRACK:** Vineyard  
**CRASHBREAKER:** 14 Wrecks Event #34  
**BRONZE UNLOCKS:** Event #34

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Drive along the left side and grab the Gold Coin, avoiding all the traffic until you see the 4X Multiplier.

1. When you see it, cross over and grab the Instant Crashbreaker which will propel you into the multiplier and then into the rest of traffic.
2. Sometimes, even with the 4X Multiplier it takes a few tries to get this one more than $800k. Make use of your standard Crashbreaker to throw cars as far as you can.
Head straight into the left lane and dodge all traffic through the first intersection. Grab the bonus token and continue toward the ramp. Hit the ramp off the right edge, making sure it doesn’t send you into the Heartbreaker. If you hit it right you’ll fly (or flip) toward the 4X Multiplier. If you have enough momentum, it’s good to try and slide into the Instant Crashbreaker next to the buses (as seen in the pic).

This is one of the harder crash levels, and it takes some serious car control to earn the gold. Ride the left lane and grab the Bronze Coin, then the Silver Coin. Make sure you don’t nip any cars on the way to the Multipliers. Grab the 4X Multiplier and plunge into the Instant Crashbreaker. The explosion should toss you into the stream of cars heading back in your direction. Use your Crashbreaker when you see the opportunity.

If you line yourself up correctly, you’ll find that they made it rather easy to grab all three bonus tokens on your way to the Infinite Boost. Hit the ramp at full throttle, dodging the Heartbreaker when you land. Execute your Crashbreaker (as shown in the picture to the left) and bounce your way over to the 4X Multiplier.

Dodge the two trucks on the ascent up the hill. Don’t bother with the Auto Boost either. It makes it a little too hard to control once you get near the multipliers. Stay near the right-side guard rail as you swerve into traffic. Flip into the 4X Multiplier. Once you’ve settled, execute your standard Crashbreaker and push yourself toward the Instant Crashbreaker. These bonuses will stack, and you’ll end up with more than $1 million as a total.
1. Use a Boost Start and swerve to the left, avoiding the oncoming traffic.
2. Don't hit the ramp (or the Auto Boost), and circle to the left instead. As you drive around the curve, grab the bonus tokens and smack into the Instant Crashbreaker.
3. You should be pretty close to the 4X Multiplier when your chassis lands from the explosion. Use your regular Crashbreaker to fall on top of the multiplier and you should be more than $650k.

CAR: Dominator Compact
TRACK: Island Paradise
CRASHBREAKER: 15 Wrecks
BRONZE UNLOCKS: Event #38

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1. Accelerate through the corner and avoid the Infinite Boost as you stay toward the outside rail.
2. Hit the ramp, grab the Silver Coin and bounce off the van which should throw you toward the 4X Multiplier.
3. If you're lucky, you'll bounce over to the Instant Crashbreaker. If not, use your regular one to nudge you over toward it, so you can get a Double Crashbreaker.

CAR: Coupe Prototype
TRACK: Golden City
CRASHBREAKER: 12 Wrecks
BRONZE UNLOCKS: Event #40

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1. Ride along with the traffic on the left side of the street and merge into the middle lane when you see the 2X Multiplier.
2. Grab it if you want, then floor it on the way to the 4X Multiplier.
3. As you come into contact with traffic, you'll be thrown away from the Instant Crashbreaker. Use your manual Crashbreaker to move you back toward it for the extra $20k (pre-multiplier) bonus.

CAR: Coupe Prototype
TRACK: Golden City
CRASHBREAKER: 15 Wrecks
BRONZE UNLOCKS: Event #40

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The only effective and consistent way to finish this event (with the gold) is to head full speed into the two trucks at the first intersection and "t-bone" them. Next, use your manual Crashbreaker to throw your chassis near the Instant Crashbreaker. Essentially, you'll do a double bounce over the trucks and wreckage, then slide down the hill into the 4X Multiplier.

CAR: SUV Deluxe
TRACK: Island Paradise
CRASHBREAKER: 15 Wrecks
BRONZE UNLOCKS: Event #41
Accelerate full speed ahead, around the traffic to your right and past the Infinite Boost.

Grab the Silver Coin and crash into the side of the tanker truck. If you hit it correctly, it should explode and give you the 4X Multiplier as well (since it’s sitting right on it).

Wait until at least five or six buses (or trucks) bowl over your chassis before executing your Crashbreaker.

(Note: This is one of the best events to earn easy cash.)

Execute a Boost Start, and you’ll glide through the first intersection with no interference.

Grab the Auto Boost and stay toward the left to get a clear shot through the second intersection as you approach the ramps.

Go off the far left ramp, slightly angled to the right so that you bounce and miss the Heartbreaker, but pick up the 4X Multiplier. It’s very difficult but entirely possible. This is one of the harder crash events.

Right out of the gate you’re gonna want to get over to the left lanes and grab whatever bonus tokens are in your path.

You should have enough momentum to carry your chassis out into the main street, hitting a few cars along the way to initiate a second pileup.

As soon as you accumulate 12 wrecks, execute your Crashbreaker and hop on over to the 4X Multiplier.

Right out of the gate you’re gonna want to get over to the left lanes and grab whatever bonus tokens are in your path.

You should be able to find a hole through the first intersection on the left side. Watch for taxis—sometimes they just pop out of no where.

As you smack into traffic in the main area, try to weasel your way toward the 4X Multiplier. If all else fails, your Crashbreaker/Aftertouch combo is your back-up.
### EVENT #45: BRIDGE TOO FAR

**CAR:** Tuned Coupe  
**TRACK:** Silver Lake  
**CRASHBREAKER:** 15 Wrecks  
**BRONZE UNLOCKS:** Event #46

1. Grab the Auto Boost and stay in the middle lane as you accelerate toward the ramps.  
2. There are three ramps to choose from. If you aim for the spot right between the left and center ramp, you’ll get the 4X Multiplier with no trouble. If you catch the ramp wrong, you’ll miss it.  
3. If you do overshoot it, you can always use your Crashbreaker to bounce yourself back as shown in the picture to the right.

### EVENT #46: TRAFFIC JAMMED

**CAR:** Assassin Muscle  
**TRACK:** Downtown  
**CRASHBREAKER:** 10 Wrecks  
**BRONZE UNLOCKS:** Event #47

1. Accelerate down the main road and hit the ramp at full speed (without the Auto Boost). You’ll grab the Gold Coin as you clip the rear of the parked buses.  
2. You should land somewhere out against the curb in the main street. As long as you know that the 4X Multiplier is located in the very center of the median (in between the two lanes), it’s quite easy to grab with Aftertouch.

### EVENT #47: EXACT CHANGE

**CAR:** Assassin Coupe  
**TRACK:** Alpine  
**CRASHBREAKER:** 14 Wrecks  
**BRONZE UNLOCKS:** Event #48, 49

1. Execute a Boost Start and pick up the Auto Boost on the route to the bridge.  
2. As you near the bridge, straighten out and grab the 4X Multiplier. The second after you hit it you’ll strike the Instant Crashbreaker, so be prepared to use Aftertouch to guide yourself into the front of the oncoming buses and trucks.

### EVENT #48: COUNTRY CHAOS

**CAR:** Coupe Type 1  
**TRACK:** Vineyard  
**CRASHBREAKER:** 12 Wrecks  
**BRONZE UNLOCKS:** Event #50

1. Start off by switching over into the right lane and grabbing the Auto Boost.  
2. Apply the brake and make a hard left, lining yourself up to launch off the very left edge of the ramp. (Note: Setting up the correct angle on this turn is difficult and might take a few tries before you finally land it.)  
3. When you land, you should hit the Instant Crashbreaker followed by the 4X Multiplier.
Stay on the inside of the street — toward the dirt — and stay away from the traffic passing on the right side.

When you see the truck next the 4X Multiplier, just sideswipe it gently and you’ll stop in your tracks.

The resulting pileup will be massive, so make sure you’re completely surrounded before executing your Crashbreaker.

There are three lanes to choose from, each one housing a bonus token. We prefer the far-left lane, mainly because it sets you up at the proper angle for the Crashbreaker/4X Multiplier combo. Make sure that you get on the brakes when you snag the Auto Boost or you’ll overshoot your target.

Use a Boost Start to get your car rolling, then hit the left ramp and you’ll clip the top of the buses on your way across the intersection.

As long as you land somewhere near the buses across the street, you’ll be fine. Execute your Crashbreaker and you’ll be able to grab the 4X Multiplier.

Accelerate down the left lane and grab the Auto Boost. Line yourself up for the ramp ahead.

The ramp is very severe and will send you absolutely soaring through the air. Try to keep your car centered on the ramp when you leave, then use Aftertouch to sort of steer your car into the left lane near the 2X Multiplier.

Slide into the oncoming lane, and you’ll get bounced back by traffic. Aftertouch is the only way to get the 4X Multiplier.
There are so many trucks on this event that even a “non-wanton” crash will be more than $400k without the multiplier. We’ve scored right under $2 million here several times. 

1. Skip the Auto Boost and swerve out around the first truck.
2. Drive straight into the Instant Crashbreaker and your chassis will roll right into the 4X Multiplier.
3. The trucks should pile up leading to your 14-wreck quota rather quickly.

**CAR:** Coupe Type 1  
**TRACK:** Vineyard  
**CRASHBREAKER:** 14 Wrecks  
**BRONZE UNLOCKS:** Event #54

Use a Boost Start to swerve out between the first rush of cars and stay in the left lane.

1. Hit the Instant Crashbreaker dead on and it will throw your chassis into the 4X Multiplier.
2. You should accumulate your 12 wrecks right as the main flow of traffic comes roaring down the oncoming lane. Use your Crashbreaker to toss yourself out into that mess for even more damage.

**CAR:** Super Type 1  
**TRACK:** Alpine  
**CRASHBREAKER:** 12 Wrecks  
**BRONZE UNLOCKS:** Event #58

Grab the Auto Boost and speed alongside the trucks driving on your right side.

1. When you see the lone car in your (left) lane, drive into the back of it and steer your wrecked car into the right lane. If done correctly you’ll end up near the Crashbreaker.
2. The hardest part is to chain your manual Crashbreaker to the Instant Crashbreaker. You’ll need the double hop to get all the way back to the 4X Multiplier. It’s difficult to get that distance but possible.

**CAR:** Custom Coupe  
**TRACK:** Golden City  
**CRASHBREAKER:** 14 Wrecks  
**BRONZE UNLOCKS:** Event #56, 57

Skip the Auto Boost and grab whatever bonus tokens you can as you approach the intersection.

1. Smack into something near the right side of the intersection if possible. This should throw you up the hill, past most of the carnage.
2. When the wrecks reach 15, execute your Crashbreaker and point toward the Instant Crashbreaker. This is another event where you’ll use the double-hop to work yourself over to the 4X Multiplier.
Accelerate down the hill and grab the Auto Boost on the way to the ramp.

Hit the ramp off the right side and smack into the phone booth. This should ricochet your chassis toward the 4X Multiplier and Instant Crashbreaker pick-ups. If you’re having trouble getting the angle adjusted correctly, just keep using variants on how you leave the ramp until you get it right.

Approach the ramp at full speed, but avoid the Auto Boost pick-up.

Launch off the right side, almost so it looks like you’ll be going away from traffic. If done correctly, you’ll actually land near the left side of the buses at the bottom of the hill.

Execute your Crashbreaker and jump the Heartbreaker, leading you toward the 4X Multiplier as shown in the pic.

Ignore the Auto Boost pick up and head straight for the crowd ahead.

When you get to the circle, slam into the fuel truck, and the explosion should send you against the side wall near the 4X Multiplier. The sheer size of the Trash Truck makes pick-ups VERY easy to get.

Ignore the Auto Boost pick up and head straight for the crowd ahead.

When you get to the circle, slam into the fuel truck, and the explosion should send you against the side wall near the 4X Multiplier.

Getting the 14th wreck can take a while, so make sure you know exactly where the 4X Multiplier is when you execute your Crashbreaker.
**EVENT #61: OUT OF CONTROL**

**CAR:** Modified Coupe  
**TRACK:** Silver Lake  
**CRASHBREAKER:** 12 Wrecks  
**BRONZE UNLOCKS:** Event #62, 63

1. Grab the Auto Boost and then immediately hug the left guard rail while you build up speed.  
2. When you see the ramp, cut across to the right side of the street and launch off the right side of it. If you launch correctly, you’ll grab the 4X Multiplier as you fly across the valley.  
3. If you used the correct speed and angle, you’ll land right in the middle of the street and wreak havoc with traffic. Earning more than $400k with this method is guaranteed.

**EVENT #62: BUS BLOCKADE**

**CAR:** Modified Muscle  
**TRACK:** Downtown  
**CRASHBREAKER:** 14 Wrecks  
**BRONZE UNLOCKS:** Event #66

1. Switch to the left lane right out of the box, then line yourself up between the two parked cars, so you can make it through the bus blockade.  
2. When you hit the ramp, veer left, and you’ll clip the top of one of the crossing buses but still have enough momentum to fly into the next lane.  
3. Execute your Crashbreaker and grab the 4X Multiplier to be well over $600k.

**EVENT #63: FALLING DOWN**

**CAR:** Compact Prototype  
**TRACK:** Waterfront  
**CRASHBREAKER:** 10 Wrecks  
**BRONZE UNLOCKS:** Event #64

1. Skip the Auto Boost and head straight for the left ramp. It’s tilted at a severe degree, so there’s no way to keep yourself from spinning.  
2. You’ll land under the bridge (in traffic), so you’ll get knocked around quite a bit before stopping near the 4X Multiplier.  
3. Use the Crashbreaker to give you that bit of extra distance as required.

**EVENT #64: FEAR FACTOR**

**CAR:** Custom Coupe  
**TRACK:** Silver Lake  
**CRASHBREAKER:** 12 Wrecks  
**BRONZE UNLOCKS:** Event #66

1. Getting through the first and second intersections isn’t an easy task. Use your judgement and don’t be afraid to slow down a little if you see a hole you can make it through.  
2. When you approach the ramp, you’ll want to launch off the left side and into the cross traffic. If done correctly, you’ll be in “Crashbreaker range” of the 4X Multiplier.
Stay toward the outside guard rail and accelerate toward the intersection. 
Swerve around the outside, and drive straight into the Instant Crashbreaker. The explosion should toss you into oncoming traffic, where you’ll get knocked back toward the 4X Multiplier. 
Use your manual Crashbreaker (after 14 wrecks) to land on the multiplier.

Round the first corner (you can swerve through the grated area if you like), then pick the left lane past the Heartbreaker. 
If you line up perfectly straight with the 4X Multiplier, you should have enough force to smash through the tram and get the pick-up. Wherever you end up, make sure you’re surrounded before you use your Crashbreaker (to maximize damage).

Delay your launch out of the gate, or there’s simply no way through the first intersection. Once past it, grab the Infinite Boost and steer left. 
You can hit either ramp as long as you clip the 4X Multiplier on the way down. The one on the left makes your life a little easier, though.
Grab the bonus token and head toward the Auto Boost in the outside lane. When you get it, drive into the back of the cars in the right lane at full bore. Your momentum should carry you into the area with the 4X Multiplier, Crashbreaker and Heartbreaker. Execute your manual Crashbreaker as shown in the picture, and steer yourself toward the desired pick-up. (Note: Don’t get stuck between the two tanker trucks, or you will be thrown into the Heartbreaker.)

**CAR:** Tuned Coupe  
**TRACK:** Riviera  
**CRASHBREAKER:** 15 Wrecks  
**BRONZE UNLOCKS:** Event #71

Although it seems simple, we found it easiest to just ignore all the pick-ups and drive straight at the 4X Multiplier. You’ll be carrying a lot of speed by that point, so when you hit the wall, you should bounce back into traffic and cause more than enough damage. As usual, use your Crashbreaker to “toss the salad” as you see fit.

**CAR:** Custom Coupe  
**TRACK:** Vineyard  
**CRASHBREAKER:** 14 Wrecks  
**BRONZE UNLOCKS:** Event #72

Whatever you choose to do on this map, we ask that you do NOT hit the ramp at any cost. All it will do is cause frustration.  
1. Accelerate around the outside of the ramp, taking your time to get past the circle and into traffic.  
2. When you see the Instant Crashbreaker, slam into it (preferably at a slow speed), and it will toss you back toward the 4X Multiplier. Use your regular Crashbreaker to get the height needed for the multiplier, and you’re set.

**CAR:** Coupe Type 3  
**TRACK:** Riviera  
**CRASHBREAKER:** 12 Wrecks  
**BRONZE UNLOCKS:** Event #73

Accelerate down the main straight and ignore the Auto Boost. Hit the ramp straight on, and you’ll skim across the tops of the cars underneath. When you hit the Instant Crashbreaker, start pointing toward the 4X Multiplier. If you don’t end up getting it in one smooth chain, just use your manual Crashbreaker as an extra piece of insurance to toss you on over toward it.

**CAR:** B-Team Van  
**TRACK:** Vineyard  
**CRASHBREAKER:** 15 Wrecks  
**BRONZE UNLOCKS:** Event #74
**EVENT #73: RUN FOR THE BUS**

- **CAR:** City Bus
- **TRACK:** Winter City
- **MULTIPLER:** 15 Wrecks

1. Execute a Boost Start with the City Bus and head straight at the first batch of cars. Don't mess with the boost as it will only throw your angle off.
2. Since the City Bus is so ridiculously heavy (it has the highest weight rating possible), it will push the cars straight forward into the Instant Crashbreaker and then all the way back to the multipliers.
3. Getting the 4X Multiplier with Aftertouch shouldn't be hard. The length of the bus makes it easier than ever.

**EVENT #74: CORKSCREWED**

- **CAR:** Sports Type 2
- **TRACK:** Alpine
- **MULTIPLER:** 12 Wrecks

1. Launch out of the box with as much speed as you can (obviously, a Boost Start), then carefully set up your approach to the ramp. You'll need to bounce off the tree to get the 4X Multiplier, which will be difficult.
2. After getting the multiplier and bouncing off the tree, try to land your car at the top of the hill. If you can do that, you'll rack up some extra damage from the cars driving nearby.

**EVENT #75: LOOK BOTH WAYS**

- **CAR:** Sports Type 2
- **TRACK:** Dockside
- **MULTIPLER:** 12 Wrecks

1. Use a Boost Start and then accelerate down the right-hand lane.
2. As soon as you see the two trucks (as shown in the picture to the left), sneak in between them and initiate the crash.
3. The force from the massive pileup behind you should be enough to get you all the way down to the 4X Multiplier. If not, your Aftertouch will be.

**EVENT #76: HEAVY HITTER**

- **CAR:** Tractor Cab
- **TRACK:** Golden City
- **MULTIPLER:** 14 Wrecks

This is one of the few levels where you do NOT need to go for the 4X Multiplier to make the requirement for gold.
1. Use a Boost Start to get the Tractor Cab rolling, then hit the Infinite Boost which throws you right into the Instant Crashbreaker.
2. As you fly through the air, point toward the second Instant Crashbreaker and detonate there as well.
3. By the time you land, you'll be able to execute your regular Crashbreaker to get a triple!
Head down the right side of the street and line up for the second ramp. Don’t worry about the Infinite Boost on the other side of the street — it’s not required.

Launch off the ramp — pointed slightly to the right — and grab the 4X Multiplier. If done correctly, you’ll descend right into the front of the buses and initiate a ridiculous pileup worth well more than $500k with the multiplier.

**CAR:** Coupe DX
**TRACK:** Island Paradise
**CRASHBREAKER:** 12 Wrecks
**BRONZE UNLOCKS:** Event #78

Grab the Auto Boost but do NOT hit the ramp like you’re trying to launch from it. Instead, touch it just slightly off the right side and you’ll slide into the right lane.

Oncoming traffic should give you a really good whack, shoving you down the hill toward the 4X Multiplier.

When all is settled, execute your Crashbreaker and steer toward the concrete median splitting the two lanes. You’ll glide to the pickup with little trouble.

**CAR:** Custom Sports
**TRACK:** Dockside
**CRASHBREAKER:** 15 Wrecks
**BRONZE UNLOCKS:** Event #80

This is a very difficult event, mainly because it’s really all about the angle at which you hit the main ramp. If you hit it at full throttle, and at the correct angle (ever so slightly left), you’ll get the 4X Multiplier and land in the pile of cars down below with no trouble. Because you’ll be in the air for what seems like forever, try to watch the flow of traffic below, so you know where to push yourself when you detonate your Crashbreaker.

**CAR:** Custom Coupe Ultimate
**TRACK:** Island Paradise
**CRASHBREAKER:** 14 Wrecks
**BRONZE UNLOCKS:** Event #80

Swerve around the Auto Boost and into the right lane as soon as possible. Continue forward until you see the Instant Crashbreaker.

When you pop, tilt your car into the left lane near the 4X Multiplier. The oncoming cars will push you toward it if you can get in front of them.

Use your manual Crashbreaker to grab the multiplier and go well beyond the $550k requirement.
Head straight for the Auto Boost and grab it on the way to the ramp. Stay perfectly straight as you hit the ramp. You should launch right over the buses and into the 4X Multiplier. You'll land somewhere near the second set of buses, so make sure to detonate that Crashbreaker before you skid too far.

Switch over to the right lane almost immediately and line yourself up for the Auto Boost. Attack the ramp as close to "dead center" as you can. You're travelling pretty fast, so this is easier said than done. When the dust settles, use your Crashbreaker to toss the fat ol' truck beyond the intersection and over to the 4X Multiplier.

Switch over to the right lane almost immediately and line yourself up for the Auto Boost. Attack the ramp as close to "dead center" as you can. You're travelling pretty fast, so this is easier said than done. If you have the speed and you're perfectly straight, you'll clear the first intersection and nab the 4X Multiplier on the way to the second batch of cars. Wherever you end up is fine, as long as you grab that multiplier and detonate your Crashbreaker.

Ignore the first intersection and then get back into the left lane. Line yourself up for the ramp and hit it with a slight left tilt. You should grab the 4X Multiplier as you skid through the second intersection. Of course, you'll initiate a crash and begin your wreck tally as well.
1. Head toward the ramp — ignoring the Auto Boost — and launch toward the 4X Multiplier.
2. You'll need to clip the very edge of the bridge if you wanna grab it on the way down, so it's important not to have too much speed coming off the ramp. It's better to attack it without a Boost Start (in this case).
3. When you land, you'll automatically be lined up for a good smasher basher. The $500k goal is no problem here.

**CAR:** Tuned Super
**TRACK:** Waterfront
**CRASHBREAKER:** 15 Wrecks
**BRONZE UNLOCKS:** Event #86

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1. Take the first corner tight and grab the Auto Boost before you hit the ramp.
2. If you hit the ramp straight on, you'll launch over the buses and land near the Instant Crashbreaker.
3. Execute your manual Crashbreaker and skip over to the 4X Multiplier to meet the $700k requirement. (Note: If you're a little short, try the same technique, but try to clip the buses as you leave the ramp.)

**CAR:** Muscle Prototype
**TRACK:** Waterfront
**CRASHBREAKER:** 15 Wrecks
**BRONZE UNLOCKS:** Event #87

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1. Avoid the Auto Boost and round the first curve under full throttle.
2. Drive straight into the Instant Crashbreaker, and throw yourself across traffic and into the 4X Multiplier. As long as you get one of the longer trucks to go sideways, you'll rack up some serious cash and literally block all four lanes of the highway. It's easy to rack up more than $1.5 million here.

**CAR:** 4WD Heavy Duty
**TRACK:** Winter City
**CRASHBREAKER:** 14 Wrecks
**BRONZE UNLOCKS:** Event #88, 89

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1. You'll definitely need the Auto Boost to get over the toll booth, so take extra time when lining yourself up for the ramp before you grab it.
2. Launch straight for the 4X Multiplier, and you should have just enough momentum to grab it and tumble over the opposite end of the booth. If you're lucky, you'll smack into the Instant Crashbreaker.

**CAR:** Super Type 2
**TRACK:** Alpine
**CRASHBREAKER:** 14 Wrecks
**BRONZE UNLOCKS:** Event #90

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Line yourself up for the ramp without using the Auto Boost. You’re aiming for an almost perfectly straight jump off the middle of the ramp.

When you land in the midst of traffic, try to put yourself near the Instant Crashbreaker.

Use Aftertouch to throw your flaming chassis over to the 4X Multiplier and the gold is yours.

The Auto Boost will bring you up to the speed required to carry momentum all the way to the 4X Multiplier. Make sure you get it.

Avoid the first wave of traffic on the right, but make sure you don’t snag the Heartbreaker by accident. When you hit the Instant Crashbreaker just let your chassis slide to the 4X Multiplier.

Do NOT grab the Auto Boost or you'll end up in the wall before the first turn. Even if you do make it out (by applying the brake), it’s very difficult to control.

Grab whatever bonus tokens you can get (through the main path) and slam into the side of the truck near the 4X Multiplier. Anything after this point is gravy, so as always, make sure your Crashbreaker doesn’t go unused.

We found it easiest to avoid the Auto Boost, and instead, speed along the middle lane until you reach the Instant Crashbreaker.

When you hit it, you’ll be thrown toward the 4X multiplier and create quite the crash all in one blow. (Note: If you can tip over the two trucks with payloads near the end of the line, you’ll add considerable crash damage to your total. They’re worth quite a bit.)
This is another one of the few events where a 2X Multiplier will be more than enough to get you the gold. Just hit the ramp at full throttle, and launch straight at the multiplier. When you land, you’ll smash into traffic and cause a massive pileup. Use your Crashbreaker to toss your chassis back into the pile for even more damage.

**CAR:** Dominator Coupe  
**TRACK:** Vineyard  
**CRASHBREAKER:** 15 Wrecks  
**BRONZE UNLOCKS:** Event #94

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1. We found it easiest to switch into the left lane right out of the box, then swerve in between traffic and head straight for the 4X Multiplier.  
2. When you grab the multiplier, try to scrape against a few cars and toss yourself into the right lane. You should hit your Crashbreaker quota quickly if you do this.  
3. Execute your Crashbreaker in the midst of as many cars as you can. This will help you get more than $700k total.

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**CAR:** Sports Type 3  
**TRACK:** Alpine  
**CRASHBREAKER:** 12 Wrecks  
**BRONZE UNLOCKS:** Event #95

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1. Grab the Auto Boost and round the corner with a drift.  
2. If you drift just right, you’ll collide with the right side of the tanker and pick up the 4X Multiplier in one swoop.  
3. As you get thrown around from all the traffic, execute your Crashbreaker and point toward the Instant Crashbreaker. If you can hit it, you’ll add an extra $100-200k to your total, because of all the extra damage.

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**CAR:** Oval Racer Special  
**TRACK:** Dockside  
**CRASHBREAKER:** 15 Wrecks  
**BRONZE UNLOCKS:** Event #96

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1. Skip the Auto Boost and round the corner as wide as you can, setting yourself up for a perfectly straight launch off the ramp.  
2. If you hit the ramp at full speed (without boost), you’ll grab the 4X Multiplier and hit the Instant Crashbreaker. You’ll probably have too much forward momentum to get yourself into a position to use your manual Crashbreaker, so just detonate it as soon as you meet your quota.
Ignore both ramps and stay in the middle of the street, toward the 4X Multiplier.

2. Grab the Auto Boost about halfway through and try not to clip anything before you're in distance of the multiplier.

3. Use your Crashbreaker to throw yourself back toward the Instant Crashbreaker, and you'll rack up some serious damage.

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Ignore the Auto Boost and stay toward the right side of the street, heading toward the 2X Multiplier.

2. When you come over the top of the hill, steer left and into oncoming traffic. You should get thrown into the wall and get your Crashbreaker filled up quickly.

3. Hop to the Instant Crashbreaker and it will toss you over to the 4X Multiplier. You should be more than $1 million with this method.

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Grab the Auto Boost and launch off either of the two ramps toward the street.

2. If you get thrown beyond the fence from hitting the truck too hard, that's fine. Just use your Crashbreaker to toss your chassis back over to the street near the 4X Multiplier and you're set.

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Line yourself up for the left ramp, aiming a little more to the left than it looks like you should from that vantage point. When you do this event a few times, you'll see why.

2. Once you get the angle down correctly, the goal is to slam into the Instant Crashbreaker, which will toss you ever further down the street toward the 4X Multiplier.

3. If you end up near the multiplier, but don’t land quite on it, well that’s what you’re saving your regular Crashbreaker for, right?
This sequence of turns is a great place to earn Drift BPs. Remember that using boost and tapping the brake while turning gets the drift started.

Don’t be afraid to take the inside line on this turn. The cones, markers and pylons don’t slow you down enough to make you change course.

The tunnel is a good place to build up Oncoming BPs. There’s very little traffic, and there are very few blind spots to deal with.
On this turn it's wise to initiate your drift early. If you don't, you'll be eating the guard rail like in the picture above.

This is a great turn for Wall Takedowns. Just keep your opponents to the outside and smash them into the glowing arrow markers.

If you carry speed through the back half of the course — and especially this turn — you'll make up considerable time.
This is the busiest part of the track as far as traffic goes. Don't overlook the small parkway in the center of the street, if you're looking to stay clear.

This is a great section of the track to get a solid drift working for you. Drifting consistently by controlling your brakes will make you faster.

This intersection is dangerous. Make sure you do not veer into the left lane, or you'll get clipped like the above picture!
Remember that you can grind against traffic at high speeds without crashing — just don’t hit them straight on.

Following the winding straight, this turn sets you up for the last and slowest leg of this course. Save your boost for the upcoming straight.

The sharpest hairpin on the map, Turn 15 is a great spot for Wall Takedowns, if you can plant your nose into an opponent’s side.
The beginning of this track — including the lead in to Turn 1 — is a great spot to build up BPs by either Tailgating or Shunting other cars.

The inside line to this S-curve shaves a solid half- to full-second from your lap time. As you drift, just make sure to avoid the center barrier.

This intersection has an insane amount of cross-traffic. You can either pick a line and be extra cautious, or keep an opponent to your left to absorb cars.
The construction signs and warning cones will not slow you down, nor will they affect your car in any way. Just blaze through them at full throttle.

One of the few easily “driftable” turns on the Downtown course, this one is fairly wide (about 120 degrees), so you can get through with fluidity.

We found it easiest to induce a spin or bounce off the wall with full boost here. Don’t hit it straight on, or you’ll end up wrecked.
You'll have to make a choice of either going with or against traffic at this kink. Remember that by going against traffic, you'll earn Oncoming BPs.

By this point you should have taken out one or two opponents and have a solid Boost Bar. Use your boost soon, because the track slows down ahead.

This is a key point on the track where you'll need to pick a lane. If you do sway into oncoming traffic here, try to hug the inside wall.
This set of super sharp twisties is the slowest and most dangerous part of the course. Try to keep opponents to the outside, just to be safe.

This is perhaps the best corner on the entire map for drifting. If you're still with your opponents, use boost to shunt them into the outside wall.

This last corner is a killer, if you attack it from the wrong angle, as shown above. Try to straighten the curve by apexing earlier than normal.
If you’ve got a full Boost Bar, this is a great turn to earn some serious drift BPs. To shave time, hug the outside guard rail to avoid traffic.

This hairpin is great for Wall Takedowns. Remember to use boost as a sort of “super nudge” when trying to slam opponents into walls.

This is another excellent spot to make up serious time by drifting the entire sequence of turns. Remember to control your boost as you drift.
If you ever catch opponents trying to line you up as in the picture above, *don’t* let them do it! Be aggressive by playing offense before they slam you.

The guard rail that starts toward the beginning of this sequence is great for Takedowns. Boost Shunts work very well here.

This last 180-degree turn before the finish line is a real kicker. Run the inside line and initiate your drift a little earlier than normal.
This lengthy straight through town is one of the only sequences on the track where you can execute full boost for the entire stretch.

This is the last set of curves before the 180-degree right-hander that runs to the downtown area. It’s a great place to rack up Boost Shunts.

It’s best to veer all the way to the guard rail rather than kiss the grill of oncoming traffic. Just don’t hit the wall too hard, or you’ll wreck.
If you're entering traffic through this sequence, it's best to lay back until you're through all the tightly packed 90-degree turns.

This little set of S-curves is only tough if you're banging fenders with more than one opponent. Try to stay inside and straighten out the turn.

On your way to the finish, make sure you do not take the line as shown in the picture above, or you'll slam into the concrete barrier.
This is the absolute best spot on the track to slam opponents into the outside wall. The turn is 270 degrees, so be ready for quite a drift!

This gradual curve isn't tough to navigate until all the buses and trucks clog up the oncoming lanes. This is the heaviest traffic on the course.

If you're in a car with less than perfect handling, drifting can be a problem. Remember to use boost to get you out of trouble if you need it.
Take this tunnel at medium speed, and then lean into the hard right. Boosting here usually leads to a crash into the buildings ahead.

The beginning of this turn is easy to drift, but its length makes it difficult to hold. Keep that rearview toggle handy.

This winding backstretch is a great place to bang doors with your opponents. Get some boost built up for the next sequence.

**Average Lap Time:** 1:00  
**Number of Turns:** 11  
**Challenge:**  
**Traffic Rating:**
This kink is in the middle of one of the fastest places on the map, so be ready for stiff AI competition, if they're nearby.

Most of the better handling cars should have no problem boosting through this turn with ease.

The entrance speed combined with the bump before this turn make for an awkward off-axis jump with your car. Take the inside line without boost.
This little 270-degree turn is a great place to bang up other cars and accumulate tons of boost early in the event.

Watch out for the many splits in the road — the concrete barriers will stop you in your tracks. To avoid them, pick a lane and stick with it.

Anytime you're in tunnels — especially this one — it's a good idea to hug one of the two walls to prevent being knocked or squeezed by opponents.
This final turn is a little tough, if the race is close, because it gets pretty narrow during this squeeze. Stay toward the inside lane.

These center barriers make great points to squeeze AI cars off the road. Just make sure that you leave enough room for yourself to escape.

This small curve is perfect for full boost slams and shunts. Stay frosty and watch for opponents, if it's your first lap or if it's a close race.
With faster cars, this turn is perfect for drifting. Start the turn toward the inside, and you’ll drift outward as it progresses.

This is another tough turn that’s made easier if you squeeze an opponent or two against the wall to get some extra boost.

The corners of these last few turns are peppered with dirt and offer less than perfect traction. Stay on the main road through this section.
This first part of the course has a few solid twists, but this turn is one of the better ones for scoring solid Takedowns.

Don't be afraid to slam into chairs, tables or umbrellas, if they're in your way. They don't affect your course, speed or lap times.

The freeway splits into two lanes, so make sure to avoid the center barriers, then pick your side and go with it.
This 270-degree turn is wickedly sharp and right after a long straight. Slow it down a little, or you'll wreck on the guard rail.

You really have to watch out for trams in this area of the track. If you take a turn too sharp, you'll lose five seconds from wrecking into one.

This last part of the track is fast, but fairly narrow, with chairs and benches scattered throughout the sidewalks. Slam into anything in your way!
Like many of the tracks in Europe, trams work as great platforms to slam or shunt opponents into.

On such a long course, it's good practice to rack up boost early by banging around in traffic.

After the 270-degree drift, execute a full boost coming out of this turn, and you'll get some decent air. Make sure you don't clip the outside wall.
This gradual right-hand turn is at the end of the fastest part of the course. Hug the inside wall, and save your boost.

If you're in a car with poor handling, don't boost through this set of S-curves, or you'll end up spinning out or wrecking against the wall.

For Road Rage Events, this 270-degree turn is a real kicker. Plastering opponents against the outside wall is quite easy here.
The first half of this track is so fast and so straight, that it's tough to really slam anyone around until you get to the next area.

This is a really good turn to knock people around for easy Takedowns. You'll wanna head out of this turn with full boost for the straight ahead.

With the faster cars, this turn might cause a problem when boosting. Don't be afraid to actually take the correct racing line once in a while.
This tunnel houses a turn sharper than it looks, and too much scraping or grinding can slow you down. Start your drift early!

If opponents try to nudge you from the rear, don't be afraid to boost away or nudge them back. A good offense is the best defense!

Don't worry about slamming into the tables or chairs off to the side of turn 22, if you need a wide angle while drifting.
Try to muscle your way toward the inside line, avoiding oncoming traffic until you're well out of the turn.

Bumping with opponents is fine as long as you're under control, and you don't let the pylons or sidewalk furniture distract you.

Do not get caught on the outside of this turn, as shown above, or you'll get stopped in your tracks by a little concrete wall.
If you wait this long to initiate your drift, it's probably too late. In general, it's best to start turning against the inside wall before the turn even starts.

Yet another key spot to earn great boost bonuses through some solid drift action. There aren't many spots on this track, so take advantage.

These signs line the outside edge of this tunnel, but don't worry about knocking into them. They might distract you, but they won't slow you.

**Average Lap Time:** 1:20

**Number of Turns:** 13
Although the BP points aren't killer, sometimes it's best to lay back and trade blows instead of going for the Takedown.

Watch out for opponents nudging their way through this sharp turn. It's one of the few good places to drift, so fight for your spot!

This is a great place to get underneath opponents and squeeze them off the course. We've racked up many a Takedown on this turn.
Try to keep your car from going completely sideways during drifts by using the brake effectively. Try tapping as opposed to hammering it.

If crashing into some pylons will save you from eating the grill of an oncoming car or truck, by all means smack into them.

Remember that oncoming traffic flows on the right side of the street in Europe! Stay to your left, unless you're looking for oncoming boost points.
Watch out for cross traffic — especially Tuk Tuks — in this part of town. Stay on the right side of the road to give you extra reaction time.

This 180-degree hairpin is a guaranteed crash if you enter with too much speed. Don’t be afraid to actually slow down to save a crash.

This 90-degree turn is the final kink before a solid straight. Carry as much speed as possible by apexing to the best of your ability.
Bounce off the guard rail and boost your way to the start/finish line for best results here. Just don't hit too hard, or you'll wreck.

The main straight on Golden City is quite long, but it's absolutely covered with traffic, so make sure to use it to your advantage in earning Takedowns.

This tough right-hander is one of the AI cars' favorite spots to slam you into walls. As long as you only glance it sideways, you'll be okay.
Don’t worry about grinding the guard rails, if it saves you from being wrecked by an AI car. Give preference to the outside line on this turn.

Watch out for all the little nooks and crevasses sticking out in this part of the track. Veering into one of them will get you wrecked.

Yet another S-curve that requires a healthy brake/boost balance to keep you from wrecking. Don’t be afraid to sway out into the oncoming lanes.
This insane turn is a place to either take down or be taken down. Aggression with a strong set of boost goes a long way here.

If you're being chased through this sequence, lure an AI car near the rear or side of a bus, and use boost or a solid slam to take it out.

This is the final turn before the start/finish line, and it's pretty gradual. Boost the rest of the main straight in the oncoming lane.
This turn is very much car-bangin central. Because there's plenty of traffic in the way, this is a good place to smack opponents into them.

Don't be afraid to smack into these cones or drift into the hazard area before this sharp turn. Carrying speed through this turn is essential.

In the faster cars, this jump can cause real problems if you slant too far to the left. You're better off staying to the right.
This kink is a great spot to nudge the AI cars into the guard rail. The warning equipment won’t slow you down, so don’t worry about hitting it.

This is the fastest part of the track, so get on the gas and boost. It’s pretty well covered with traffic here, so we like staying in the standard lanes.

A well-timed Boost Shunt might be all you need to take the lead on this last turn, before the straight to the start/finish line.
This is the first tough turn on one of the longest and toughest courses in the game. Be ready for bundles of oncoming traffic.

Without a doubt, this straight is the best place in the game to break any and all “Oncoming” trophy requirements you still haven’t completed.

The descent after this hill is fast and steep. Try to stay toward the right side of the hill, so you won’t hit the wall when you get air.
After running the quick detour through Island Paradise, get back on the freeway and open up with full boost for a solid 20 seconds or so.

Once you're back over land, the traffic picks up and stays that way until the end of the course. Watch out for buses in oncoming lanes!

Try not to hit the wall with the arrow markers too hard, or you will wreck. We found it best to slide into this turn and glance off the wall if needed.

Average Lap Time: 4:45
Number of Turns: 29
CAR APPENDIX
The 67 cars in Burnout 3: Takedown are unlocked in a multitude of ways. Some are unlocked by your cumulative Burnout Point (BP) total, some are unlocked by your cumulative Crash Mode cash total, some are unlocked by earning gold medals on events, and some are unlocked by your cumulative Takedown total. That’s one of the greatest joys of Burnout; it’s as if no statistic, medal, trophy or pile of cash is for show. Almost everything is put toward a total or tally to help you unlock faster and more exotic cars.

**Understanding the statistics**

In the following appendix you’ll find two statistics listed next to each car.

- **Top Speed**
  
  Top speed rates the overall speed and acceleration of the car. This also affects the intensity of the boost. The higher the number here, the faster the car can go, plain and simple. The highest rating is a 10, and the lowest is a 1.

- **Weight**
  
  Weight is the car’s overall Takedown level. The higher the rating, the easier it is to smack lighter cars off the road. It also works in reverse, where heavier cars are less prone to getting knocked around by lighter cars.

(Note: Along with the statistics, you’ll find a column labeled “Unlock,” which describes the exact method to earn the car in question.)

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### Complete Car List

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<td>Trash Truck</td>
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The car isn’t quick, but works well for for the first few events because the handling is more than adequate. Due to its low top speed, boosting stays controllable.

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**Unlocking the Cars**

CONTINUED ON SUBSEQUENT PAGES...
The Type 2 is similar to the Type 1, but the extra weight and handling make it a little more precise for those of you who like to drift through turns.

**COMPACT TYPE 2**

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<th>Top Speed:</th>
<th>Weight:</th>
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This car is available when you start a new game.

**COMPACT TYPE 3**

No doubt, this car has the look, but the performance is on par with only the first compact. It's as heavy as the Type 2 but with less handling capability.

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This car is available when you start a new game.

**TUNED COMPACT**

This car seems faster than its statistics detail. It handles well, drives with stability and boosts with little trouble. A solid racer.

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Earn a gold medal in Race Event #5.

**MODIFIED COMPACT**

A little tough to handle, the Modified Compact needs more grip if it wants to compete with the rest of the cars in this class. It's still a fun one to add to the collection.

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Earn a gold medal in Race Event #6.

**CUSTOM COMPACT**

You'll need a stack of BPs to unlock this little car, but it's quite fun to drive. It handles and accelerates almost exactly like the Compact Type 1.

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<th>Top Speed:</th>
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Accumulate 10,000 total Burnout Points.

**ASSASSIN COMPACT**

This car handles like an absolute dream, but like all other compacts, offers very little top speed. The extra weight works well for car combat (within its class).

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<th>Top Speed:</th>
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Accumulate 15 total Takedowns.
The Prototype has extra weight over the standard compacts but its top speed and handling are about the same. It's a nice car nonetheless.

**COMPACT PROTOTYPE**

- **Top Speed:** [ ]
- **Weight:** [ ]

UNLOCK?

- Earn a gold medal in Race Event #8.

Almost the exact same car as the Prototype, but with a different body style that makes for a slightly different, less-responsive feel on the track.

**COMPACT DX**

- **Top Speed:** [ ]
- **Weight:** [ ]

UNLOCK?

- Accumulate four total gold medals.

The fastest of all the compacts, the Dominator is great for race events where you need a little extra top speed. Along with car #7, this is at the top of the compact class.

**DOMINATOR COMPACT**

- **Top Speed:** [ ]
- **Weight:** [ ]

UNLOCK?

- Earn a gold medal in Race Event #7.

This car is faster than any compact, has better handling, and more weight to boot. With the extra speed comes body roll, so it won't corner like a compact.

**MUSCLE TYPE 1**

- **Top Speed:** [ ]
- **Weight:** [ ]

UNLOCK?

- Earn a bronze medal in Race Event #8.

Because this car is so light, has good handling and an average top speed, it's an excellent drifter. This is one of our favorite all-around cars early in the game.

**MUSCLE TYPE 2**

- **Top Speed:** [ ]
- **Weight:** [ ]

UNLOCK?

- Earn a bronze medal in Race Event #8.

The Type 3 has better handling than the Type 2, but for some reason, doesn’t seem to drift as well. Overall, this is an average car.

**MUSCLE TYPE 3**

- **Top Speed:** [ ]
- **Weight:** [ ]

UNLOCK?

- Earn a bronze medal in Race Event #8.
There's nothing too special about this car besides its hot looks. It handles well and drives like the rest of the muscle cars with average stats.

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<tr>
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</tbody>
</table>

This is a strong car within the muscle class, but it doesn't compete with even the Type 1 in handling or Takedown ability.

<table>
<thead>
<tr>
<th>MODIFIED MUSCLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top Speed:</td>
</tr>
<tr>
<td>Weight:</td>
</tr>
</tbody>
</table>

Finally, another muscle car with a little extra weight to throw around in Crash Mode and the like. Anything with a huge Mad Max-style blower gets our vote.

<table>
<thead>
<tr>
<th>CUSTOM MUSCLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top Speed:</td>
</tr>
<tr>
<td>Weight:</td>
</tr>
</tbody>
</table>

The Assassin is a little lighter than some of the others in its class but it does handle well. You should unlock this car fairly quick.

<table>
<thead>
<tr>
<th>ASSASSIN MUSCLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top Speed:</td>
</tr>
<tr>
<td>Weight:</td>
</tr>
</tbody>
</table>

The handling on the Prototype is to die for — within its class, of course. If you're facing a tough short and twisty course, the Prototype is a great car to have.

<table>
<thead>
<tr>
<th>MUSCLE PROTOTYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top Speed:</td>
</tr>
<tr>
<td>Weight:</td>
</tr>
</tbody>
</table>

The Muscle DX is balanced, and has looks that kill. It's fairly easy to unlock (only requiring 10 gold medals), and is definitely worth the trouble.

<table>
<thead>
<tr>
<th>MUSCLE DX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top Speed:</td>
</tr>
<tr>
<td>Weight:</td>
</tr>
</tbody>
</table>
The fastest of all cars in the muscle class, the Dominator really opens up on tracks with long straights and light traffic. It’s not too hard to unlock, either.

**DOMINATOR MUSCLE**

**CAR STATISTICS**
- Top Speed: 
- Weight: 

**UNLOCK?**
- Earn a gold medal in Race Event #17.

The coupes are fun to drive, period. Sure, there’s faster cars — but are there any that have such a great balance? We think not. The Type 1 is absolutely fantastic.

**COUPE TYPE 1**

**CAR STATISTICS**
- Top Speed: 
- Weight: 

**UNLOCK?**
- Earn a bronze medal in Race Event #18.

The Type 2 is a little slower than the Type 1, and offers a little less in the handling department. It is a bit heavier though, so it fares well on Road Rage events.

**COUPE TYPE 2**

**CAR STATISTICS**
- Top Speed: 
- Weight: 

**UNLOCK?**
- Earn a bronze medal in Race Event #18.

The Type 3 is as fast as the Type 1, but doesn’t handle as well. It doesn’t battle as well as the Type 2 either. The worst of the three but still decent.

**COUPE TYPE 3**

**CAR STATISTICS**
- Top Speed: 
- Weight: 

**UNLOCK?**
- Earn a bronze medal in Race Event #18.

This one performs exactly like the Type 3, with one distinct difference: it’s much cooler looking. We give it a nod.

**TUNED COUPE**

**CAR STATISTICS**
- Top Speed: 
- Weight: 

**UNLOCK?**
- Earn a gold medal in Race Event #26.

The Modified is a fresh little car with solid stats when compared to everything else in its class. As far as looks go, it’s right up there with the best of ‘em.

**MODIFIED COUPE**

**CAR STATISTICS**
- Top Speed: 
- Weight: 

**UNLOCK?**
- Earn a gold medal in Race Event #21.
26  CUSTOM COUPE
The Custom coupe has a solid top speed, and almost perfect handling. Of all the coupes, this and the Dominator (#30) are the ones to get.

CAR STATISTICS
Top Speed: 
Weight: 

UNLOCK?
Accumulate 50,000 total Burnout Points.

27  ASSASSIN COUPE
The Assassin handles and accelerates like the Type 1, but looks a little more modern. You'll only need 60 Takedowns to earn this car.

CAR STATISTICS
Top Speed: 
Weight: 

UNLOCK?
Accumulate 60 total Takedowns.

28  COUPE PROTOTYPE
Finally, a coupe with a neat set of wheels and a unique paint job. Statistically, it's on par with the rest of the coupes.

CAR STATISTICS
Top Speed: 
Weight: 

UNLOCK?
Earn a gold medal in Race Event #30a.

29  COUPE DX
The DX is balanced, but has an edge in the handling department over the rest of the coupes. It's easy to unlock and is a good one for the collection.

CAR STATISTICS
Top Speed: 
Weight: 

UNLOCK?
Accumulate 18 total gold medals.

30  DOMINATOR COUPE
Like the rest of the Dominators, the coupe is just a tad bit faster than the rest in its class. It's a little light, so car combat won't be very fun.

CAR STATISTICS
Top Speed: 
Weight: 

UNLOCK?
Earn a gold medal in Race Event #27.

31  SPORTS TYPE 1
The sports class is a serious step up in acceleration and top speed over the coupe class. The Type 1 has the handling to go along with its speed.

CAR STATISTICS
Top Speed: 
Weight: 

UNLOCK?
Earn a bronze medal in Race Event #30.
The Type 2 offers great handling and top speed, but very little weight for Crash Mode or Takedowns during Road Rage events. It sure is unique-looking though!

**UNLOCK?**
**CAR STATISTICS**
Top Speed: 
Weight: 
Earn a bronze medal in Race Event #30.

---

The Type 3 is identical statistically to the Type 2. Although it looks totally different, the Type 3 has a solid feel on the track.

**UNLOCK?**
**CAR STATISTICS**
Top Speed: 
Weight: 
Earn a bronze medal in Race Event #30.

---

The Tuned Sports is a few mph faster than the rest of the cars in this class and it shows on the track. It's definitely got the look, as well.

**UNLOCK?**
**CAR STATISTICS**
Top Speed: 
Weight: 
Earn a gold medal in Race Event #42.

---

Unique styling and decent statistics make the Modified worth unlocking. It’s a very solid car all-around.

**UNLOCK?**
**CAR STATISTICS**
Top Speed: 
Weight: 
Earn a gold medal in Race Event #43.

---

This car is a killer on the road courses and during time trials. If you have a choice, don’t use it for any Road Rage events.

**UNLOCK?**
**CAR STATISTICS**
Top Speed: 
Weight: 
Accumulate 100,000 total Burnout Points.

---

Like the rest of the sports cars, the Assassin is fast. It’s so light, though, that it doesn’t work very well during any sort of car combat.

**UNLOCK?**
**CAR STATISTICS**
Top Speed: 
Weight: 
Accumulate 100 total Takedowns.
The Prototype is fast, takes corners well, and looks sexy doing it. It’s hard to unlock, but worth it for looks alone.

**SPORTS PROTOTYPE**

**CAR STATISTICS**
- Top Speed: 
- Weight: 
- Earn a gold medal in Race Event #44a.

**UNLOCK?**
- Accumulate 25 total gold medals.

---

The DX offers solid handling and an excellent top speed rating. Because of its low weight, you shouldn’t be using it for any of the Road Rage events.

**SPORTS DX**

**CAR STATISTICS**
- Top Speed: 
- Weight: 
- Earn a gold medal in Race Event #44a.

**UNLOCK?**
- Accumulate 25 total gold medals.

---

The Dominator is the fastest of the sports class. In true Dominator fashion, use it for those events where that little extra bit of speed makes all the difference.

**DOMINATOR SPORTS**

**CAR STATISTICS**
- Top Speed: 
- Weight: 
- Earn a gold medal in Race Event #40.

**UNLOCK?**
- Earn a gold medal in Race Event #40.

---

If we were to give an appearance award, this car would win it. It’s no slouch on the track, as you can see by its statistics.

**SUPER TYPE 1**

**CAR STATISTICS**
- Top Speed: 
- Weight: 
- Earn a bronze medal in Race Event #44.

**UNLOCK?**
- Earn a bronze medal in Race Event #44.

---

This car is fast. With thoroughbred handling and solid looks, unlock this and you’ve landed yourself one of the better cars in the game.

**SUPER TYPE 2**

**CAR STATISTICS**
- Top Speed: 
- Weight: 
- Earn a bronze medal in Race Event #44.

**UNLOCK?**
- Earn a bronze medal in Race Event #44.

---

A twin for the Type 2 in all statistics, the Type 3 is a great all-around car.

**SUPER TYPE 3**

**CAR STATISTICS**
- Top Speed: 
- Weight: 
- Earn a bronze medal in Race Event #44.

**UNLOCK?**
- Earn a bronze medal in Race Event #44.
<table>
<thead>
<tr>
<th><strong>44</strong> TUNED SUPER</th>
<th><strong>45</strong> MODIFIED SUPER</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Tuned Super has both the look and the top speed, but lacks the handling. Like the rest of the supers, it's tough to handle under boost.</td>
<td>The Modified is fast, light and bears an uncanny resemblance to one of those er, &quot;famous supercars.&quot; If it had just a little more cornering ability, it would be perfect.</td>
</tr>
<tr>
<td><strong>CAR STATISTICS</strong></td>
<td><strong>CAR STATISTICS</strong></td>
</tr>
<tr>
<td>Top Speed:</td>
<td>Top Speed:</td>
</tr>
<tr>
<td>Weight:</td>
<td>Weight:</td>
</tr>
<tr>
<td><strong>UNLOCK?</strong></td>
<td><strong>UNLOCK?</strong></td>
</tr>
<tr>
<td>Earn a gold medal in Race Event #50.</td>
<td>Earn a gold medal in Race Event #56.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>46</strong> CUSTOM SUPER</th>
<th><strong>47</strong> ASSASSIN SUPER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Like the previous two Supers, this one is tough to handle at higher speeds under full boost. The extra weight lets it take a little more of a beating than the Modified Super.</td>
<td>Although the Dominator might have an edge as far as speed goes, the handling and styling on the Assassin make it worthy of an unlock.</td>
</tr>
<tr>
<td><strong>CAR STATISTICS</strong></td>
<td><strong>CAR STATISTICS</strong></td>
</tr>
<tr>
<td>Top Speed:</td>
<td>Top Speed:</td>
</tr>
<tr>
<td>Weight:</td>
<td>Weight:</td>
</tr>
<tr>
<td><strong>UNLOCK?</strong></td>
<td><strong>UNLOCK?</strong></td>
</tr>
<tr>
<td>Accumulate 200,000 total Burnout Points.</td>
<td>Accumulate 150 total Takedowns.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>48</strong> SUPER PROTOTYPE</th>
<th><strong>49</strong> SUPER DX</th>
</tr>
</thead>
<tbody>
<tr>
<td>In the super class, the Prototype is right behind the Assassin as far as performance goes. This is one of the last cars you'll get and is definitely worth waiting for.</td>
<td>For so much horsepower, the DX needs just a little more response through the turns to stay competitive within its class.</td>
</tr>
<tr>
<td><strong>CAR STATISTICS</strong></td>
<td><strong>CAR STATISTICS</strong></td>
</tr>
<tr>
<td>Top Speed:</td>
<td>Top Speed:</td>
</tr>
<tr>
<td>Weight:</td>
<td>Weight:</td>
</tr>
<tr>
<td><strong>UNLOCK?</strong></td>
<td><strong>UNLOCK?</strong></td>
</tr>
<tr>
<td>Earn a gold medal in Race Event #60.</td>
<td>Accumulate 32 total gold medals.</td>
</tr>
</tbody>
</table>
This Dominator, much like all the others, is at the head of its class with just a little extra top speed. This is one of the best cars in the game.

**CAR STATISTICS**

- **Top Speed:**
- **Weight:**

**UNLOCK?**

- Earn a gold medal in Race Event #51.

---

This is one of the hardest cars in the game to unlock (need all 20 Signature Takedowns), but it’s worth it as you can see by its statistics. It’s not pretty, but it tears up the asphalt.

**CAR STATISTICS**

- **Top Speed:**
- **Weight:**

**UNLOCK?**

- Collect all 20 Signature Takedowns.

---

This fast and furious little coupe has some absolutely incredible handling. It’s tough to get, but it’s well worth it if not for its cool paint job.

**CAR STATISTICS**

- **Top Speed:**
- **Weight:**

**UNLOCK?**

- Collect all 100 gold medals from Crash Mode.

---

The Hotrod handles better than you’d think, and it definitely has the top speed to go along with it. Plus... guys... it has flames. You can’t go wrong with flames.

**CAR STATISTICS**

- **Top Speed:**
- **Weight:**

**UNLOCK?**

- Collect all 10 Special Event Postcards.

---

With identical stats to the World Circuit Racer, the US version has more of a resemblance to an Indy car than an F1 car. It’s very fast, very light and handles well.

**CAR STATISTICS**

- **Top Speed:**
- **Weight:**

**UNLOCK?**

- Earn a gold medal in Race Event #59.
With the profile and performance of an F1 car, the World Circuit Racer is the fastest car in the game. If you're trying to set lap records, this is the car for you.

**CAR APPENDIX**

**56 WORLD CIRCUIT RACER**

With the profile and performance of an F1 car, the World Circuit Racer is the fastest car in the game. If you're trying to set lap records, this is the car for you.

**CAR STATISTICS**

<table>
<thead>
<tr>
<th>Top Speed</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
</tr>
</tbody>
</table>

**UNLOCK**

Earn golds in all Race Events.

You’ll need all 10 Crash Headlines before you can earn this truck. It has similar performance to the City Bus, but it’s a little easier to get.

**FIRE TRUCK**

**CAR STATISTICS**

<table>
<thead>
<tr>
<th>Top Speed</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
</tr>
</tbody>
</table>

**UNLOCK**

Collect all 10 Crash Headlines.

This is the first heavy vehicle you’ll unlock, and it’s actually not bad for Crash Mode. You’ll notice how the extra weight really bangs things around compared to a standard car.

**HEAVY PICK-UP**

**CAR STATISTICS**

<table>
<thead>
<tr>
<th>Top Speed</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
</tr>
</tbody>
</table>

**UNLOCK**

Accumulate $1 million in Crash Mode.

With a lot less speed on tap, the 4WD doesn’t “smack things up” quite as well as the Heavy Pick-Up.

**4WD RACER**

**CAR STATISTICS**

<table>
<thead>
<tr>
<th>Top Speed</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
</tr>
</tbody>
</table>

**UNLOCK**

Accumulate $2 million in Crash Mode.

The SUV performs like the 4WD, but has a little more sheet metal and looks a little more blingin’ while doing it. One of the best-looking car models in the game, for sure.

**SUV DELUXE**

**CAR STATISTICS**

<table>
<thead>
<tr>
<th>Top Speed</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
</tr>
</tbody>
</table>

**UNLOCK**

Accumulate $5 million in Crash Mode.

Resembling a Hummer, the 4WD Heavy Duty is without a doubt one of the beefiest trucks in the game. On a performance level, it’s on par with the first few trucks.

**4WD HEAVY DUTY**

**CAR STATISTICS**

<table>
<thead>
<tr>
<th>Top Speed</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
<td>🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗 🚗</td>
</tr>
</tbody>
</table>

**UNLOCK**

Accumulate $10 million in Crash Mode.
Ahh yes... the B-Team Van. We're waiting for a bunch of mercenaries to jump out of the back with locked and loaded AC-556's. They didn't, but we still like the van.

**B-TEAM VAN**

**Top Speed:**

**Weight:**

Accumulate $15 million in Crash Mode.

---

If you look at its stats, and then its price, this is definitely the best bang for the buck as far as the heavy vehicles go. Once you earn it, use it to rack up cash quickly.

**DELIVERY TRUCK**

**Top Speed:**

**Weight:**

Accumulate $20 million in Crash Mode.

---

The maneuverability of the Tractor Cab makes it one of the best heavy vehicles for accumulating Crash Mode cash. Look at the weight rating — it's a 10!

**TRACTOR CAB**

**Top Speed:**

**Weight:**

Accumulate $30 million in Crash Mode.

---

Along with the Tractor Cab, this is definitely the “king of the slammers.” For Crash Mode, the Longnose does mega damage to anything it touches.

**LONGNOSE CAB**

**Top Speed:**

**Weight:**

Accumulate $50 million in Crash Mode.

---

The weight is there, no doubt, but the handling is well... like driving a bus. Take advantage of the bus in Crash Mode. Its length makes it easy to slam into other traffic.

**CITY BUS**

**Top Speed:**

**Weight:**

Accumulate $70 million in Crash Mode.

---

Like the City Bus, the Trash Truck is great for smacking into cars and trucks sideways, knocking them every which way around the course. Is it worth the $90 mil? You decide.

**TRASH TRUCK**

**Top Speed:**

**Weight:**

Accumulate $90 million in Crash Mode.
SECRETS
APPENDIX
Signature Takedowns are Takedowns earned in any of the various Race Modes, but in particular locations specified by our chart below. Sometimes it takes a few tries — even if you know the exact location — to collect a specific Takedown card. Be persistent. Collect all 20 Signature Takedowns, and you’ll unlock car #51 on the checklist, the **Oval Racer Special**.

<table>
<thead>
<tr>
<th>#</th>
<th>TRACK</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Silver Lake</td>
<td>Knock car over the cliff near the trailer park.</td>
</tr>
<tr>
<td>2</td>
<td>Any USA Track</td>
<td>Slam car into any recreational vehicle.</td>
</tr>
<tr>
<td>3</td>
<td>Downtown</td>
<td>Slam car into the elevated railway support.</td>
</tr>
<tr>
<td>4</td>
<td>Downtown</td>
<td>Slam car into the wall at the tunnel entrance.</td>
</tr>
<tr>
<td>5</td>
<td>Any USA Track</td>
<td>Slam car into any tram.</td>
</tr>
<tr>
<td>6</td>
<td>Any USA Track</td>
<td>Slam car into any truck carrying a boat.</td>
</tr>
<tr>
<td>7</td>
<td>Any Europe Track</td>
<td>Slam car into any tram.</td>
</tr>
<tr>
<td>8</td>
<td>Alpine</td>
<td>Slam car into a snow plow.</td>
</tr>
<tr>
<td>9</td>
<td>Alpine</td>
<td>Knock car over either of the two bridges.</td>
</tr>
<tr>
<td>10</td>
<td>Alpine</td>
<td>Slam car into the Alpine Tollbooth.</td>
</tr>
<tr>
<td>11</td>
<td>Riviera</td>
<td>Slam car into the Roundabout Monument.</td>
</tr>
<tr>
<td>12</td>
<td>Riviera</td>
<td>Knock car into the Riviera Marina.</td>
</tr>
<tr>
<td>13</td>
<td>Vineyard</td>
<td>Slam car into gate near the entrance to town.</td>
</tr>
<tr>
<td>14</td>
<td>Golden City</td>
<td>Slam car into any wine truck.</td>
</tr>
<tr>
<td>15</td>
<td>Any Europe Track</td>
<td>Slam car into the Golden City Market.</td>
</tr>
<tr>
<td>16</td>
<td>Any Europe Track</td>
<td>Slam car into any Tuk-Tuk (motorized rickshaw).</td>
</tr>
<tr>
<td>17</td>
<td>Dockside</td>
<td>Slam car into the tunnel support.</td>
</tr>
<tr>
<td>18</td>
<td>Dockside</td>
<td>Knock car into the tanker port.</td>
</tr>
<tr>
<td>19</td>
<td>Island Paradise</td>
<td>Slam car into the trees on the off-road route.</td>
</tr>
<tr>
<td>20</td>
<td>Island Paradise</td>
<td>Slam car into one of the parked tour buses.</td>
</tr>
</tbody>
</table>
### Complete Car List - All 67 Cars!

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Top Speed</th>
<th>Weight</th>
<th>Unlock</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Compact Type 1</td>
<td></td>
<td></td>
<td>Available when you start a new game.</td>
</tr>
<tr>
<td>2</td>
<td>Compact Type 2</td>
<td></td>
<td></td>
<td>Available when you start a new game.</td>
</tr>
<tr>
<td>3</td>
<td>Compact Type 3</td>
<td></td>
<td></td>
<td>Available when you start a new game.</td>
</tr>
<tr>
<td>4</td>
<td>Tuned Compact</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #5.</td>
</tr>
<tr>
<td>5</td>
<td>Modified Compact</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #6.</td>
</tr>
<tr>
<td>6</td>
<td>Custom Compact</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #7.</td>
</tr>
<tr>
<td>7</td>
<td>Assassin Compact</td>
<td></td>
<td></td>
<td>Accumulate 10,000 total Burnout Points.</td>
</tr>
<tr>
<td>8</td>
<td>Compact Prototype</td>
<td></td>
<td></td>
<td>Accumulate 15 total Takedowns.</td>
</tr>
<tr>
<td>9</td>
<td>Compact DX</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #6a.</td>
</tr>
<tr>
<td>10</td>
<td>Dominator Compact</td>
<td></td>
<td></td>
<td>Accumulate 4 total gold medals.</td>
</tr>
<tr>
<td>11</td>
<td>Muscle Type 1</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #7a.</td>
</tr>
<tr>
<td>12</td>
<td>Muscle Type 2</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #8.</td>
</tr>
<tr>
<td>13</td>
<td>Muscle Type 3</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #8a.</td>
</tr>
<tr>
<td>14</td>
<td>Tuned Muscle</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #14.</td>
</tr>
<tr>
<td>15</td>
<td>Modified Muscle</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #15.</td>
</tr>
<tr>
<td>16</td>
<td>Custom Muscle</td>
<td></td>
<td></td>
<td>Accumulate 25,000 total Burnout Points.</td>
</tr>
<tr>
<td>17</td>
<td>Assassin Muscle</td>
<td></td>
<td></td>
<td>Accumulate 30 total Takedowns.</td>
</tr>
<tr>
<td>18</td>
<td>Muscle Prototype</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #18.</td>
</tr>
<tr>
<td>19</td>
<td>Muscle DX</td>
<td></td>
<td></td>
<td>Accumulate 10 total gold medals.</td>
</tr>
<tr>
<td>20</td>
<td>Dominator Muscle</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #17.</td>
</tr>
<tr>
<td>21</td>
<td>Coupe Type 1</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #18.</td>
</tr>
<tr>
<td>22</td>
<td>Coupe Type 2</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #18a.</td>
</tr>
<tr>
<td>23</td>
<td>Coupe Type 3</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #21.</td>
</tr>
<tr>
<td>24</td>
<td>Tuned Coupe</td>
<td></td>
<td></td>
<td>Accumulate 50,000 total Burnout Points.</td>
</tr>
<tr>
<td>25</td>
<td>Modified Coupe</td>
<td></td>
<td></td>
<td>Accumulate 60 total Takedowns.</td>
</tr>
<tr>
<td>26</td>
<td>Custom Coupe</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #30.</td>
</tr>
<tr>
<td>27</td>
<td>Assassin Coupe</td>
<td></td>
<td></td>
<td>Accumulate 18 total gold medals.</td>
</tr>
<tr>
<td>28</td>
<td>Coupe Prototype</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30a.</td>
</tr>
<tr>
<td>29</td>
<td>Coupe DX</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30b.</td>
</tr>
<tr>
<td>30</td>
<td>Dominator Coupe</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30c.</td>
</tr>
<tr>
<td>31</td>
<td>Sports Type 1</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30d.</td>
</tr>
<tr>
<td>32</td>
<td>Sports Type 2</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30e.</td>
</tr>
<tr>
<td>33</td>
<td>Sports Type 3</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30f.</td>
</tr>
<tr>
<td>34</td>
<td>Tuned Sports</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30g.</td>
</tr>
<tr>
<td>35</td>
<td>Modified Sports</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30h.</td>
</tr>
<tr>
<td>36</td>
<td>Custom Sports</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30i.</td>
</tr>
<tr>
<td>37</td>
<td>Assassin Sports</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30j.</td>
</tr>
<tr>
<td>38</td>
<td>Sports Prototype</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30k.</td>
</tr>
<tr>
<td>39</td>
<td>Sports DX</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #30l.</td>
</tr>
<tr>
<td>40</td>
<td>Dominator Sports</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #40.</td>
</tr>
<tr>
<td>41</td>
<td>Super Type 1</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #40a.</td>
</tr>
<tr>
<td>42</td>
<td>Super Type 2</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #40b.</td>
</tr>
<tr>
<td>43</td>
<td>Super Type 3</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #40c.</td>
</tr>
<tr>
<td>44</td>
<td>Tuned Super</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #40d.</td>
</tr>
<tr>
<td>45</td>
<td>Modified Super</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #40e.</td>
</tr>
<tr>
<td>46</td>
<td>Custom Super</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #40f.</td>
</tr>
<tr>
<td>47</td>
<td>Assassin Super</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #40g.</td>
</tr>
<tr>
<td>48</td>
<td>Super Prototype</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #40h.</td>
</tr>
<tr>
<td>49</td>
<td>Super DX</td>
<td></td>
<td></td>
<td>Earn a bronze medal in Race Event #40i.</td>
</tr>
<tr>
<td>50</td>
<td>Dominator Super</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #41.</td>
</tr>
<tr>
<td>51</td>
<td>Oval Racer Special</td>
<td></td>
<td></td>
<td>Collect all 10 Special Event Postcards.</td>
</tr>
<tr>
<td>52</td>
<td>Cst. Coupe Ultimate</td>
<td></td>
<td></td>
<td>Earn a gold medal in Race Event #59.</td>
</tr>
<tr>
<td>53</td>
<td>Euro-Circuit Racer</td>
<td></td>
<td></td>
<td>Earn gold medals in all Race events.</td>
</tr>
<tr>
<td>54</td>
<td>Classic Hot Rod</td>
<td></td>
<td></td>
<td>Collect all 10 Crash Headlines.</td>
</tr>
<tr>
<td>55</td>
<td>US Circuit Racer</td>
<td></td>
<td></td>
<td>Collect $1 million in Crash Mode.</td>
</tr>
<tr>
<td>56</td>
<td>World Circuit Racer</td>
<td></td>
<td></td>
<td>Collect $2 million in Crash Mode.</td>
</tr>
<tr>
<td>57</td>
<td>Fire Truck</td>
<td></td>
<td></td>
<td>Collect $5 million in Crash Mode.</td>
</tr>
<tr>
<td>58</td>
<td>Heavy Pickup</td>
<td></td>
<td></td>
<td>Collect $10 million in Crash Mode.</td>
</tr>
<tr>
<td>59</td>
<td>4WD Racer</td>
<td></td>
<td></td>
<td>Collect $15 million in Crash Mode.</td>
</tr>
<tr>
<td>60</td>
<td>SUV Deluxe</td>
<td></td>
<td></td>
<td>Collect $20 million in Crash Mode.</td>
</tr>
<tr>
<td>61</td>
<td>4WD Heavy Duty</td>
<td></td>
<td></td>
<td>Collect $30 million in Crash Mode.</td>
</tr>
<tr>
<td>62</td>
<td>B-Team Van</td>
<td></td>
<td></td>
<td>Collect $50 million in Crash Mode.</td>
</tr>
<tr>
<td>63</td>
<td>Delivery Truck</td>
<td></td>
<td></td>
<td>Collect $70 million in Crash Mode.</td>
</tr>
<tr>
<td>64</td>
<td>Tractor Cab</td>
<td></td>
<td></td>
<td>Collect $90 million in Crash Mode.</td>
</tr>
<tr>
<td>65</td>
<td>Longnose Cab</td>
<td></td>
<td></td>
<td>Available when you start a new game.</td>
</tr>
<tr>
<td>66</td>
<td>City Bus</td>
<td></td>
<td></td>
<td>Available when you start a new game.</td>
</tr>
<tr>
<td>67</td>
<td>Trash Truck</td>
<td></td>
<td></td>
<td>Available when you start a new game.</td>
</tr>
</tbody>
</table>
Crash Headlines are awarded in Crash Mode, only if you reach a certain level of destruction in the given area. Our chart below shows all 10 Crash Headlines along with the amounts you’ll need to unlock them. If you unlock all 10 Crash Headlines, you’ll earn car #57, the Fire Truck. (Note: You can earn the listed amount on any of the available tracks in the particular area listed under each picture.)

Special Events are unlocked when you complete certain Race Events with gold medals. As a reward, Special Event Postcards are unlocked when you complete those particular events. The chart below shows you were to unlock all 10 Special Events, and then subsequently their postcards. If you unlock all 10, you’ll get car #54, the Classic Hot Rod.
Trophies can be earned in any Race Event, and are available the second you start up a new game. The first few trophies in the first few boxes are pretty easy. As you progress, the Trophy requirements become a little more difficult to fulfill. When you complete all five Trophies in one series, you'll unlock a special screen as shown above each category. Earn all 20 Trophies, and you’ll unlock car #53, the Euro-Circuit Racer.

**Easy Takedown Trophies**
- Two Wall Takedowns in one race
- First Car Takedown
- First Aftertouch Takedown
- Five Takedowns in a race
- First Takedown Rampage

**Advanced Takedown Trophies**
- First Revenge Takedown
- First Psyche Out Takedown
- First Big Rig Takedown
- Two Bus Takedowns in a race
- 10 Takedowns in a race

**Expert Takedown Trophies**
- First Double Takedown
- Two Tram Takedowns in a race
- Two Trailer Takedowns in a race
- Three Aftertouch Takedowns in a race
- 20 Takedowns in a Road Rage event

**Champion Takedown Trophies**
- First Triple Takedown
- 1,500 total Takedowns
- 15 Takedowns in a race
- 40 Takedowns in a Road Rage event
- 2,000 total Takedowns